

DELVE DEEP INTO THE WEEKLY MAG WITH THE MOST

75p  
Every Thursday

# GAMES-X

30th Jan  
- 5th Feb '92  
Issue 40

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...

## EXPLORED: THE NEW MEGA-CD

AND SOFTWARE:

- ★ HEAVY NOVA
- ★ EARNEST EVANS
- ★ SOL-FAECE



## GAMES INSIDE THIS WEEK...

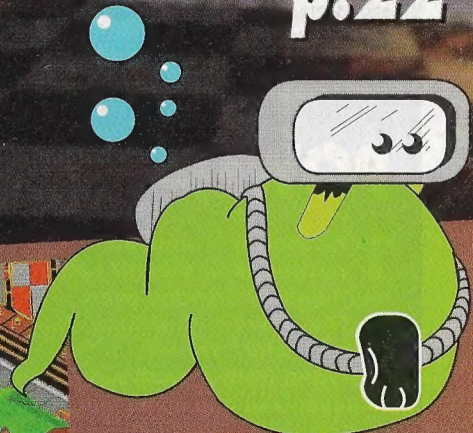
- ★ PAPERBOY 2
- ★ TOP BANANA
- ★ SPIRIT OF ADVENTURE
- ★ POWERMONGER DATA DISKS
- ★ 4D SPORTS DRIVING
- ★ HOME ALONE - SUPER NES
- ★ PLUS MANY MORE



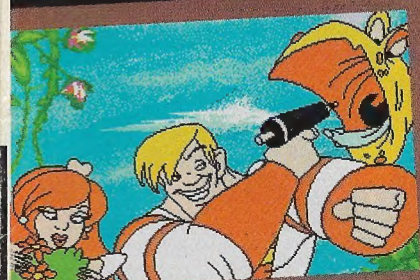
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## GUEST EXCLUSIVE

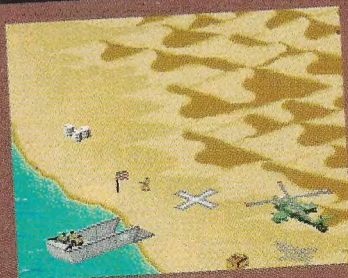
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OPERATION DESERT  
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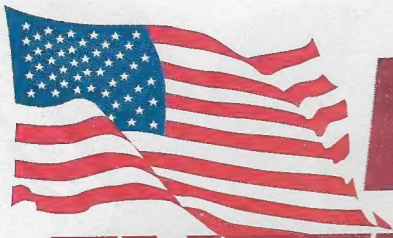


BUDGET BONANZA  
PAGE 39

A BUSTLING BUNCH OF REVIEWS, PREVIEWS AND NEWS







# LAS VEGAS COMI ENTERTAINMENT SHOW

## COLOUR GAME BOY FINALLY APPEARS

**G**ames-X can finally confirm the existence of the colour Game Boy. Jason Spiller managed to get his mitts on one of these elusive hand helds at the recent Vegas show.

The new Game Boy is basically the same shape and size as the original but the high-definition graphics are every bit as good as the Lynx and Game Gear. The burning question was; 'Does it guzzle batteries like its colour rivals?' Stony silence followed.

News is, the new colour Game Boy will be launched in Japan during this summer '92. The price is yet to be announced, although it is speculated to be set at \$99.

The US will have to wait until later in the year for its fix of the new machine. And the UK? Well, we'll have to wait until the spring/summer of 1993.



The long awaited colour Game Boy set for release in summer 1992

## EVANDER HOLYFIELD

Fans eagerly waited at the CES for Heavyweight Champion of the World, Evander Holyfield to arrive.

Surprisingly the champ parked in the car park and queued up with the rest of the showgoers, no body guards in sight.

Evander is hot property and Sega seized the opportunity for him to endorse



## GAME HANDLER

**T**he Game Handler is a one-handed joystick which is reputed to take control from base wrenching into 3D space. Just by tilting the joystick back and forth and from side to side, you can achieve greater speed, agility and accuracy, or so CMM Control reckons.

After a lifetime of wrestling with conventional joysticks, I reckon the Game Handler will take some getting use to. At present it is only available for the NES and Super NES. The claim is that the Game Handler makes games more challenging... Does this mean it makes the games harder?



a forthcoming boxing game. Obviously feeling like Ronny Corbet next to this proverbial brick privy of a man, I asked Evander if he played computer games?

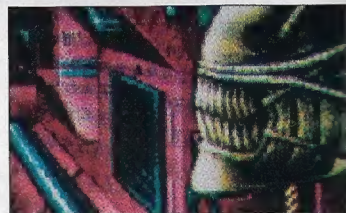
"I used to go to the arcade and play car-racing games, I reckon that's my favourite type.

With boxing games I feel like hitting the screen!" Whatever you say Mister Holyfield!

## ALIEN 3

Will Sigourney ever get the message? She's back for another mortal confrontation with possibly the ugliest movie star ever; the seven foot rubber slaverjng Alien.

In conjunction with the latest in the Alien series of flicks, Arena



Entertainment is publishing the game, Alien 3, to feature on Sega Genesis and Game Gear.

Past attempts at bringing the Alien into game entertainment have been unmitigated failures, but this looks like it could be a success.

The game is primarily blast and dodge, as you move in various directions using the multi-way scroller. Prepare to find yourself in the dark dank

## POWER CARTRIDGE

**T**he Hulkster and all his grapple buddies are putting their weight behind the most amazing multi-game cartridge ever.

The Power Cartridge features a variety of games and themes. There's something for everyone from arcade action and platform romps, to adventure and sports sims.

The games on the carts for both 8-bit and 16-bit consoles, had previously been top budget sellers including Chiller, Ultimate League Soccer and Death Race 2000. The cartridge is published by Maxivision in the States and a release in the UK is expected around Easter.





**EXCLUSIVE: The hottest console and computer news direct from the Las Vegas show**



## GAME BOY TITLES

A vast new list of Game Boy releases is destined for a UK debut, this includes many old arcade classics. Accolade is publishing *Asteroids* and *Missile Command*, two games which are ideally suited for the Game Boy's control interface.

*Asteroids* has you blasting big rocks into little rocks and avoiding droves of asteroid belts. *Missile Command* is that great game where you've got to anticipate the courses of enemy rockets and then snuff them out with mortar shells.

Both games include multiple levels, *Asteroids* featuring that trend of linking up Game Boys. Both titles are due for imminent UK release.

tunnels leading to the Alien's hideous lair and slaughter house. *Alien 3* is due for a summer '92 release.



*Ultraman* boasts some of the biggest sprites which use the 16-bit capacity of the Super NES to the full. It features TV cartoon hero Ultraman; part droid and part human.

The game's no ground breaker and



comprises entirely of a horizontal scrolling beat'em-up, using special weapons and martial art-style chops and kicks.

The release is to tie-in with the start of a 13 part cartoon series. Published by Bandai it is set to arrive in spring 1992.

## SHUTTLE

This isn't the Vektor Grafex sim, but Absolute's impressive arcade/simulation of the shuttle program on 8-bit Nintendo.

The mission takes you from lift-off through various missions, including satellite launching and maintenance, plus rescue missions.

This console-based sim shows conclusively that console entertainment doesn't have to include Italian plumbers to be successful.

*Shuttle* leans further towards arcade than realism, but that does save you from sitting through a five day launch check! The release date for the game in the UK is Easter time.



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### Las Vegas Report 2

The Computer Entertainment Show – second instalment of hot news and views from the city that never sleeps.

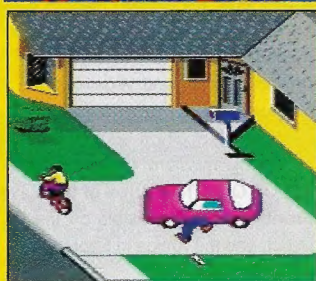
### Sneak Previews 30-35

Steg the slug slithers into view, plus Guest from Trilobyte and Operation Desert Strike – not based on the Gulf War, honest!

### Compo 6

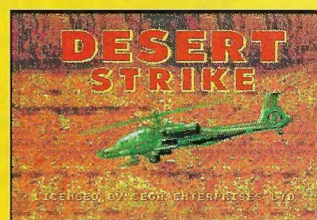
A unique chance to win a day out at a flight simulator centre!

## Game of the Week



### Paperboy 2 12

Wheelies and kerb bumping from the plucky lad delivering the daily newspapers.



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The oh so benevolent Doc invites you through the keyhole into his surgery.

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# AMERICAN GLADIATORS

**T**hese guys and babes are the roughest and toughest dudes on the tube. On the TV programme, *American Gladiators*, members of the public, who have been rigorously tested for strength and fitness, get a chance to fight against the awesome gladiators.



Now this brutal action can be found on the NES. The platform action features such events as the joust, the assault powerball, the wall, the human cannonball and the bone-breaking Eliminator.

The game is being published by Gametek on the NES and is due for release at Easter time.



## SAVAGE FRONTIER



The Savage Frontier stands on the brink of a horrible, devastating conflict as bloodthirsty raiders prey upon the cities of the northern coast.

Powerful magical items reappear from ancient times, and amid the flood of rumours and strange tales, no one

knows what will happen next. In a world full of treachery, only our heroes can be trusted with the vital mission of preventing war and regaining the lost treasure.

Can you pull off another seemingly impossible mission? Due for release by SSI/US Gold, **Treasures of the Savage Frontier** will be available on the PC in March and the Amiga in September.

## KGB

Following on from its espionage thriller, Floor 13, Virgin's next release will be entitled **KGB**. Starting out as a lowly spook, your task is to steadily make your way through the ranks of the Soviet secret police.

The game is played like an adventure, using the now standard point and click control system. Containing a fair amount of strategy, KGB will not

include any torture scenes or other dubious practises rumoured to be performed by the KGB.

The game itself will be released initially on the PC with other 16-bit versions to follow. Keep your eyes peeled for Virgin's KGB around Easter time. Get them before they get you!

## EMPIRE STRIKES BACK



Lucasfilm Games is working on a batch of **Nintendo Star Wars** games and Lucasfilm is actually planning another Star Wars trilogy.

Little wonder then that Creative Materials' very own Andy Hieke went along to the Lucasfilm Games stand in Las Vegas in a desperate bid to get a leading role in the movies. Nice try Andy, but don't call us - we'll call you!

## CONFLICT KOREA



On June 25th, 1950, North Korea invaded South Korea. Within a month it had overrun more than three quarters of the southern territory and the fighting was to last for a further three years.

SSI's **Conflict Korea** attempts to recreate the opening phase of the Korean War. The package includes three scenarios from the years 1950 and 1951: The Dragon Wakes, Operation Chromite and Cold Steel.

In addition there is a hypothetical 1990 scenario featuring the North Korean, South Korean and American military forces.

**Conflict Korea** will be available from SSI/US Gold for the PC and Amiga, priced £34.99, in March and May respectively.



## CARRIER STRIKE

**C**arrier Strike: *South Pacific 1942-44* is a tactical, operational naval game set in the South Pacific during World War 2. It's a dynamic game and the first of its kind.

The game features a carrier task force with the ability to link several clashes together in a campaign covering three historical battles - Coral Sea, Eastern Solomons and Santa Cruz. There is also the hypothetical battle of Torakina. Along with these are an infinite number of randomly generated encounters.

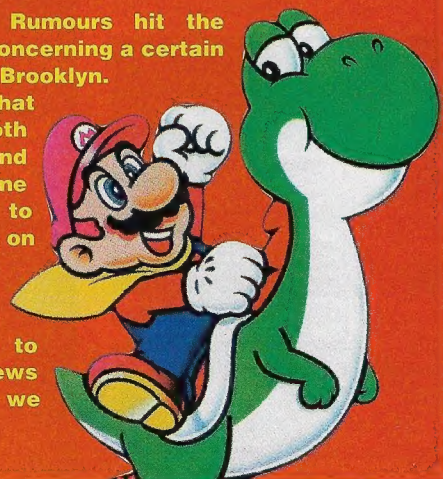
Due for release from SSI/US Gold in May, **Carrier Strike** will cost £34.99 and will initially be available for the PC.

## MARIO MANIA

**S**top the Press! Rumours hit the **Games-X** office concerning a certain Italian plumber from Brooklyn.

Rumour has it that between them, both **Mindscape** and **Nintendo** have come up with plans to release Mario games on the home computer, namely the Amiga!

**Games-X** will keep you right up to date with this hot news just as soon as we discover more.





## VIRTUAL REALITY

Virtual Reality systems are springing up in arcades all around the country. Up to now both the hardware and software has been designed, developed and manufactured by Leicester-based W-Industries.

However, the British company has recently joined forces with top simulation specialist, **Spectrum Holobyte**. Together the companies are improving current games and working on new titles which should be ready by 1993.

## HE DID IT HIS WAY

Unbeknown to our very own Jason Spiller we managed to capture him on the Karaoke stand at the Las Vegas show. It seemed that Jason was overwhelmed by the occasion and just couldn't resist a quick rendition of "Some Guys Have All The Luck".

Rumours about the Bognor Blues phenomenon report a wonderful singing voice but wonder why he seemed to close his eyes on stage - Stevie Wonder you ain't Jason!



## PARTNERS

A deal has been signed between Millennium and Electronic Arts, the outcome of which sees all future Millennium games being distributed worldwide by EA.

Both companies will benefit from the partnership with several of Millennium's games appearing on the

Mega Drive. The next title to be released by Millennium will be Kid Gloves 2 followed by Global Effect.

## MICRO MACHINES

One of the UK's leading software houses, the CodeMasters has made the big time in the US. The company was recently in Las Vegas to show off its latest range of Nintendo games.

Among those on show was **Micro**



**Machines**, a rather nifty overhead racing game, based on the world famous miniature cars.

During the show a Micro Machines Challenge was held with the overall winner, Carl Cook, driving off with the star prize - a Mazda MX5!

Amiga owners may also be pleased to hear that a version of Micro Machines is planned for the Commodore. Quite when it will appear is still unknown, but when we find out so will you.

## OBITUS

Psygnosis' **Obitus** is ready for release on the PC. The game sees you stranded in a strange land and you have to escape back to your own home. En route you'll come into contact with trolls, dwarves, knights and wizards.

Obitus is an arcade adventure playing in first-person perspective. You'll collect food, energy and a wide range of weapons during your quest.



## ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisueroft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
3D Construction Kit	Domark	Archie	£49.99	5/2/92
3D Pool	Kixx	8-bit	£3.99	5/2/92
Bill Elliot Nascar Racing	Acclaim	Amiga	£85.99	5/2/92
Burnin' Force	Sega	Mega Drive	£34.99	5/2/92
Conan	Virgin	Amiga,ST	£89.99	6/2/92
		PC	£34.99	6/2/92
Elvira 2	Accolade	ST	£34.99	3/2/92
Fifty Great Games	Impressions	PC	£34.99	3/2/92
Fort Apache	Impressions	PC	£34.99	31/1/92
Ghouls and Ghosts	Kixx	Amiga,ST	£7.99	3/2/92
		8-bit	£3.99	3/2/92
Halley Wars	Sega	Game Gear	£84.99	3/2/92
Here with the Clues	Domark	CDTV	£39.99	5/2/92
King's Quest 5	Sierra	Mac	£39.99	3/2/92
Larry 5	Sierra	Amiga	£34.99	3/2/92
Panza Battles	Electronic Arts	Amiga	£85.99	3/2/92
PGA Courses	Electronic Arts	Amiga	£14.99	3/2/92
PGA Plus	Electronic Arts	Amiga	£14.99	3/2/92
Super Space Invaders	Domark	PC	£84.99	5/2/92
TNT 2	Domark	8-bit	£19.99	5/2/92
Too Hot to Handle	Ocean	ST	£89.99	29/1/92
		8-bit	£15.99	29/1/92
Ultima 6	Mindscape	Amiga	£30.99	5/2/92
Willy Beamish	Sierra	Amiga	£34.99	3/2/92
World Cup Challenge	Challenge	Amiga,ST	£4.99	3/2/92
World Cup Glory	Challenge	8-bit	£4.99	3/2/92
Rotax	Storm	PC	£15.99	6/2/92
Shadow Dancer	Sega	Master System	£89.99	3/2/92
Tilt	Genius	PC	£30.99	5/2/92
		Speccy	£10.99	5/2/92
Multimix	Kixx	8-bit	£4.99	5/2/92
Sir Fred	Action 16	Amiga,ST	£7.99	3/2/92

## AIR BUCKS

Impressions has announced the release of **Air Bucks** for the ST, Amiga and PC in May. The game can be likened to Microprose's Railroad Tycoon, but this time you control your own airline.

Starting with a single Dakota and \$100,000, your task is to develop you company from a small-time outfit into a multi-million dollar corporation.

Beginning in 1946, there are in excess of 20 planes to choose from. Look out for Air Bucks, it sounds cool!

## BLACK BASS

Now the noble art of fishing comes to the Game Boy. You can go lure fishing for that ultimate fighting fish, the black bass.

In Lure Fishing, you drop your hook to beach that record-smashing bass while avoiding dozens of obstacles and predators. **Black Bass Lure Fishing** will be released in February on the Game Boy.

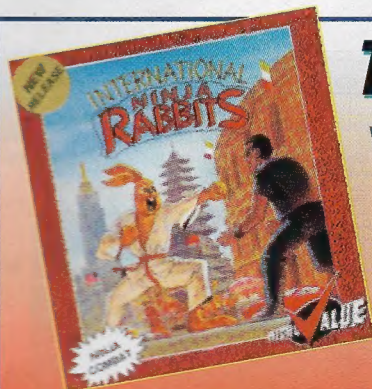


# THE NEW RELEASE FROM "OUT NOW"

# MICRO VALUE

## INTERNATIONAL NINJA RABBITS

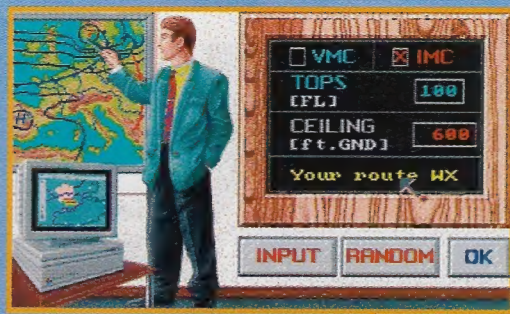
Follow-up to the Award Winning Budget Blockbuster NINJA RABBITS



AVAILABLE ON  
PC AMIGA ST  
C64 SPEC AMS







**"YOU TOO COULD HAVE A HAPPENING BELT IF YOU FLEW THE AIRBUS"**



# STIMULATING STUFF

*The Airbus A320, pride of the European aircraft industry. Now you could receive instruction at a top pilot school as well as a bundle of other goodies!*



## I'VE EARNED MY WINGS

1 .....

2 .....

3 .....

Name .....

Address .....

.....

.....

Post Code .....

The machine I use most is: .....

But I also use .....

**P**ublished by Thalion, A320 Airbus is the definitive commercial airline simulation. To be released on Amiga, ST and PC. Here's a competition that is every Air sim fan's dream. You could win a day at a top flight simulation centre. Designed to test real airline pilots, yes, you can get your eager mitts on £10,000,000 of equipment. In addition to this prize, you will receive a copy of A320 Airbus on a format of your choice and an exclusive

Lufthansa wings badge. Five runners-up will receive a copy of A320 Airbus and the next 10 correct entries out of the bag will each receive a copy of Tower Fra, the excellent Air Traffic control simulation. All you need do to win this fantastic prize is correctly answer the following questions:  
 1 What elephant-like name is the Boeing 747 better known as?  
 A Jumbo B Dumbo C Bimbo

2 What is the make number of the Airbus?  
 A DC-10 B 1-11 C A320  
 3 Which of these airports is NOT in London?  
 A Gatwick B Ringway C Heathrow  
 Send your entry to: **Airbus Competition, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.** Your answers are to reach us no later than 20th February 1992.

**RULES**  
 No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The Judge's decision is final. No photocopied competition entries will be accepted.



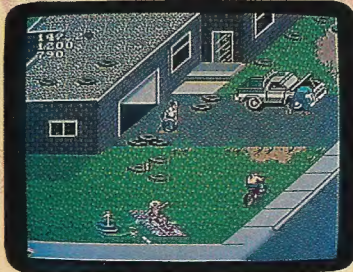
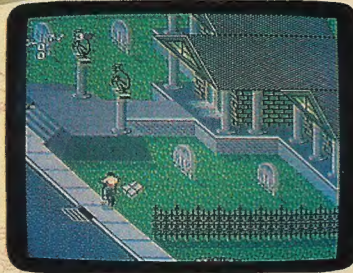
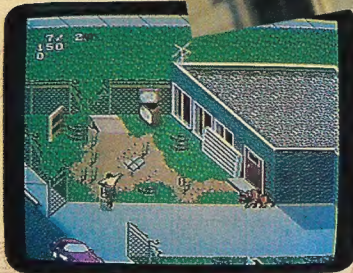
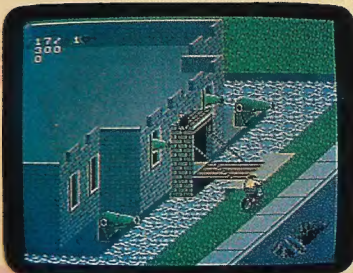
**Look out - he's back!**

# PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can.

Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.

Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



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# SOFTWARE CHARTS

Here's your exclusive chance to see where your favourite game stands in the Gallup charts.

1	◆	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
2	◆	<b>DIZZY'S EXCELLENT ADVENTURES</b> House: CODEMASTERS Team: VARIOUS
3	◆	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS
4	▲	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
5	▲	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
6	▲	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
7	▼	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
8	▲	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
9	★	<b>SUPER SPACE INVADERS</b> House: DOMARK Team: THE KREMLIN
10	▲	<b>MICROPROSE GOLF</b> House: MICROPROSE Team: THE THOUGHT TRAIN
11	▲	<b>CARTOON COLLECTION</b> House: CODEMASTERS Team: VARIOUS
12	▼	<b>BIRDS OF PREY</b> House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUGHTS
13	◆	<b>POPULOUS 2</b> House: ELECTRONIC ARTS Team: BULLFROG
14	▼	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
15	▼	<b>ROBOCOP 3</b> House: OCEAN Team: DID
16	▼	<b>TURTLES - THE COIN-OP</b> House: IMAGEWORKS Team: PROBE
17	★	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
18	★	<b>BOARD GENIUS</b> House: BEAU JOLLY Team: VARIOUS
19	▼	<b>NINJA COLLECTION</b> House: OCEAN Team: VARIOUS
20	▼	<b>SOCCER STARS</b> House: EMPIRE Team: VARIOUS

1	◆	<b>ROBOCOP</b> House: HIT SQUAD Team: PETER JOHNSON
2	★	<b>FIRST DIVISION MANAGER</b> House: CODEMASTERS Team: CYRUS SOFTWARE
3	▼	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
4	▼	<b>NEW ZEALAND STORY</b> House: HIT SQUAD Team: CHOICE
5	▼	<b>DOUBLE DRAGON 2</b> House: TRONIX Team: BINARY DESIGN
6	▲	<b>STUNT CAR RACER</b> House: KIXX Team: GEOFF CRAMMOND
7	▲	<b>SCOOBY DOO AND SCRAPPY DOO</b> House: HI TEC Team: IN HOUSE
8	▲	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE
9	▼	<b>BATMAN THE MOVIE</b> House: HIT SQUAD Team: OCEAN
10	▼	<b>ALTERED BEAST</b> House: HIT SQUAD Team: ACTIVISION

1	▲	<b>BIRDS OF PREY</b> House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUGHTS
2	▼	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
3	▲	<b>POPULOUS 2</b> House: ELECTRONIC ARTS Team: BULLFROG
4	▲	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
5	▼	<b>ROBOCOP 3</b> House: OCEAN Team: DID
6	★	<b>ANOTHER WORLD</b> House: US GOLD Team: DELPHINE
7	★	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
8	★	<b>MICROPROSE GOLF</b> House: MICROPROSE Team: THE THOUGHT TRAIN
9	▼	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
10	◆	<b>HEIMDALL</b> House: CORE DESIGN Team: 8TH DAY

1	◆	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
2	▲	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
3	▼	<b>MICROPROSE GOLF</b> House: MICROPROSE Team: THE THOUGHT TRAIN
4	◆	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
5	▲	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS
6	▲	<b>MEGA LO MANIA</b> House: IMAGEWORKS Team: SENSIBLE SOFTWARE
7	★	<b>FOOTBALL CRAZY CHALLENGE</b> House: ANCO Team: DINO DINI
8	★	<b>OH NO! MORE LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
9	★	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
10	▼	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS

1	★	<b>EYE OF THE BEHOLDER 2</b> House: US GOLD Team: SSI
2	▲	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
3	▼	<b>OH NO! MORE LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
4	★	<b>ROBIN HOOD</b> House: MILLENNIUM Team: IN HOUSE
5	★	<b>BOARD GENIUS</b> House: BEAU JOLLY Team: VARIOUS
6	★	<b>FUN SCHOOL 4 (OVER 7)</b> House: EUROPRESS SOFTWARE Team: IN HOUSE
7	★	<b>F29 RETALIATOR</b> House: OCEAN Team: DID
8	★	<b>FUN SCHOOL 2 (6-8 YEARS)</b> House: EUROPRESS SOFTWARE Team: IN HOUSE
9	★	<b>ACTION MASTERS</b> House: INFOGRADES Team: VARIOUS
10	★	<b>PITFIGHTER</b> House: DOMARK Team: TEQUE

★ New Entry ▲ Climber ◆ Non mover  
▼ Faller ★ Re-entry

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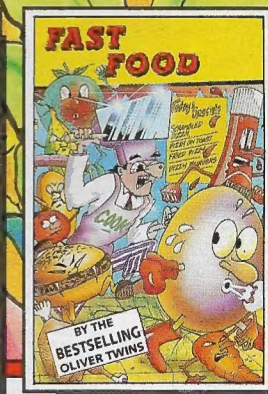
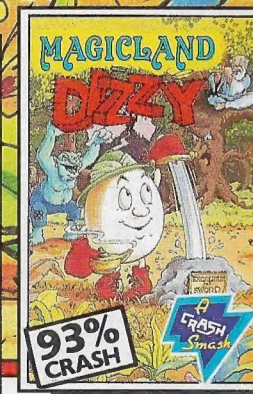
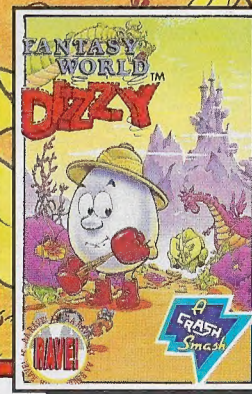
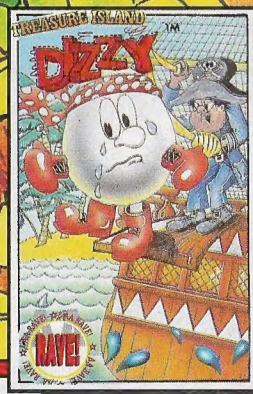
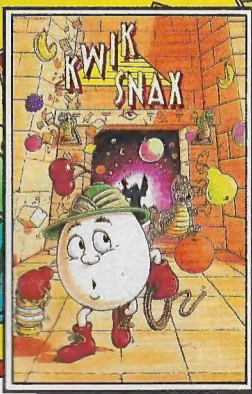
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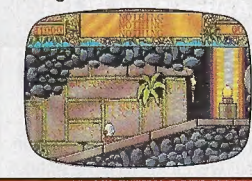
"It's spookily addictive and it's fantastically presented" - Rich Pelley Future Publishing

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## Codemasters

AMIGA screen shots shown. 8-bit versions feature "DIZZY" instead of "KWIK SNAX"  
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# GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

**X-RATING: XXXX**

The higher the rating the better the game

You've heard of beer guts, but have you seen SCOOPS's? Not exactly beer, but he keeps the crisp manufacturers in business. He's also been seen polishing off two kilos of chocolate in a session. His tum is now a well-rounded affair.

**BRIAN**, a gentleman of expanding proportions. Known to be a rare specimen of the Videocus Vegetaticus species he flounders around the streets of Macclesfield, video controller in hand, desperately seeking nibbles.

**NICKY NOO.** Oh, what wonderful superlatives could we use to describe such a glorious example of virulent manhood? Could such a kind hearted and caring gent be responsible for such scandalous slurs as written above... Surely not!



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

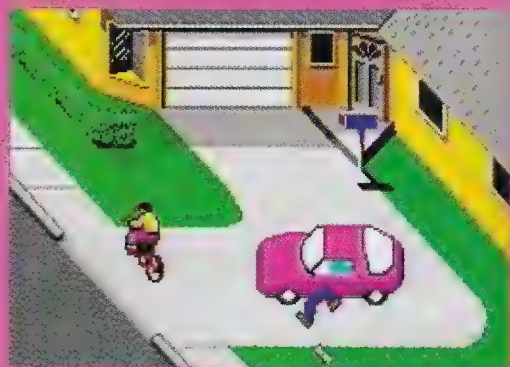
**PC**  
IBM PC **£25.99 OUT FEBRUARY**

Which formats are available, followed by a comparative evaluation, the price and the release date.

## "Temptations of the Violent Kind"



As you approach the next house you notice a man working under his car. Do you... Deliver his paper with a cheery "Good morning"?



Knock out the jack with a well-aimed paper and trap him under the vehicle (not his!)

Despite the fact that the original game was one that never ended, and if you were good at it you could be playing for hours, it was still one of the best titles I ever played on my Spectrum.

I have to say that I was in two minds when the sequel was announced but now the waiting is over. You control the title character as he rides his



bike along the perilous roads delivering papers to the subscribers of that worthy publication, The Daily Sun.

Just for good measure he can also throw a paper through the windows of non-subscribers!

### PEDAL POWER

There are loads of hazards to keep you on your toes as you go about your early morning task. Stray tyres roll down the pavement towards you, men lie working under their cars, ideal prey for an interesting prank.

Now all these appeared in the original game, so, "nothing new" I hear you cry. Wrong!

A whole host of new and more interesting obstructions lie before you.

Houses like medieval fortresses stand firing cannons from their upstairs windows, gates stick out onto the pavement forcing you to negotiate the garden, and strange demons from the sewers try to grab hold of you as you ride past.

The controls are simple enough, Up makes you pedal like mad with Left and Right steering in the corresponding direction. There are two fire buttons used to throw the papers to the left or the right, making the game a little more interesting.

As before, when you have finished the day's round you get a chance to ride the BMX track, found at the end of the street, for a few bonuses.

Here you try out your skill on many jumps while getting a bit of target practise with a few spare papers.

**Brian** In the mid-80's a small game,

known only as **Paperboy**, was

released and took computer owners by storm. Now the brattish young worker is back to pound a new route in this official sequel. The original was a classic, can the second follow in its bike tracks?

# PAPERBOY



Being able to get the paper into the mail box takes some practise, but when you're as good as I am you'll have it cracked in no time!





This is what the BMX track comes in useful for. At one stage you'll have to nip through someone's front garden and the only way out is to use the strategically placed cardboard box over by the fence...

When you finish you'll get an evaluation of the day's job, where you see how many subscribers you have remaining and if any new ones have been won over.

### PLAY WITH A FRIEND

The really big difference between this and the original is the two-player mode where you both ride one side of the route before meeting up and racing against each other on the BMX track.

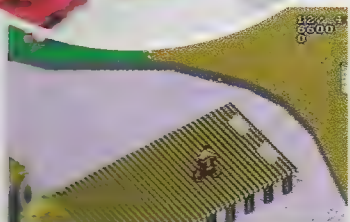
This is incredible fun and arguments are guaranteed during the race. This time around the street will change direction and between the two parts of the street you'll get a chance for a bonus.

On the first level this takes the form of a store robber where one well-aimed paper stops his criminal action. A hero's welcome will be yours if you succeed.

Not only can you be Paperboy but to avoid being sexist the programmers have included an option for you to play Papergirl, should that appeal.

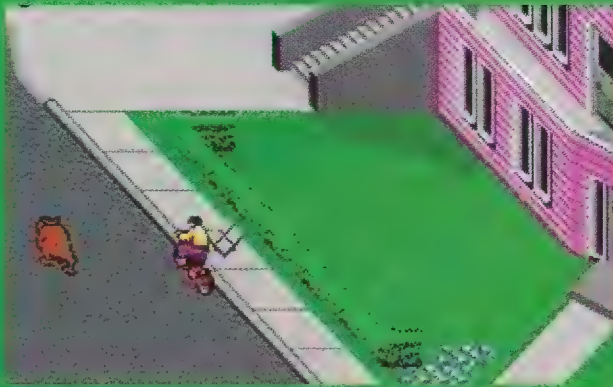
She rides her bike and delivers her papers just as quickly as Paperboy, the only difference being her pony-tail.

# PAPERBOY 2



The game is a bit difficult. There are two small ramps positioned at the end and missing either of them makes you drown

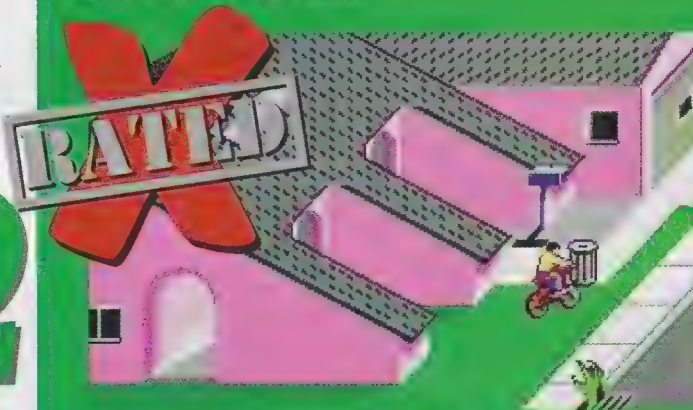
## "All in a day's work..."



There's nothing more annoying for a postman than a doggy dog which insists on standing in front of the door. Unfortunately, this one has spotted the head first on the wheel!



Remember there is a limited amount of time if you're not a trained paperboy. Showing one. Just one trick and a thief will be seen packing and the police will come and get him off!



There seems to be this strange creature that lives down the street which likes to paperboy attack. Every time I ride past the creature and it tries to grab me - the creature's succeeded yet!



At the end of the day I like nothing more than to relax and practice my riding skills. Thankfully my favourite BMX track can be found right at the end of the road.

## FACT FILE

Software House: Mindscape  
Development Team: The Software Toolworks



When Elite released the original conversion all those years ago it must have had no idea what it was starting. Sadly the sequel doesn't live up to the expectations of the fans.

Technically this is more of the same with a few extra bits thrown in, but it could have done with a few more improvements. However, what there is here won't disappoint the gamers who played the original title to death.

The graphics are well drawn and the scrolling is smoothish, slowing down a bit when too much comes on screen, but even some of the best games available on computer have a little jerkiness, look at RoboCod!

All the sprites are also humorous and well animated, especially the main character as he pedals madly along.

Sound too is impressive with a jolly tune playing throughout with a few spot effects that can at best be described as interesting. Everything fits into place perfectly though and makes the game all that much better.

The controls are responsive and easy to use and even in two-player mode the keyboard doesn't get cluttered. This is an incredibly fun game to play and that is how it should be!

**£30.99 OUT NOW**



The Amiga version is the best of the bunch, sporting crisp, fast moving graphics with clear and fun sound effects. The gameplay is that bit better due to the joystick control and you'll find yourself addicted in no time.

Mindscape has done a great job in bringing this game to your computer and, although this certainly isn't a classic, this is a product that can be recommended to you.

**£25.99 OUT NOW**



The ST version is practically identical to the Amiga, bar the sound and scrolling, both of which are slightly worse.

This doesn't harm the game much and it is still the fun challenge that it is on the other machines.

Perhaps the only grumble is that the game might get just a little repetitive as you play.

**£25.99 OUT FEBRUARY**

**X-RATING: XXXX**

**Gameplay: 16/20**

**Lastability: 15/20**

**Presentation: 15/20**



# FACT FILE

**Software House:** Hex  
**Development Team:** Hex (Hardware)  
**Sound and Music:** Cold Cut



Graphically Top Banana is bizarre. On one level it looks arty, psychedelic and dazzling, and on the next, it is a confusing blur which makes playing the game a real pain.

The layers of parallax scrolling are quite smooth, but the sprites are basic and uninspired.

Sonically it is a mixture too. The soundtrack, with its random 'chaos' system, is undoubtedly great, but the sampled sounds are repetitive and will irritate even the most patient in no time.

Top Banana isn't easy to play and this isn't helped by the fact that on some levels the backdrops create such confusion that the gameplay is rendered almost zero.

However, it is remarkably addictive for a game with so many little irritations.

Overall, it's succeeded in being weird, but claims that it matches the ilk of Sonic or Mario are sadly misguided. It is different, but maybe too different to appeal to a wide audience.

If you've had a couple of Vitamin E tablets, then this game will leave your sob wide in awestruck wonder.

**£25.99 OUT SOON**



The ST is remarkably similar to the Amiga. In other words, it's strange. The scrolling isn't of the same cop, but the freaky garish colours will set those migraines pumping. Without a doubt, Top Banana may not be the best of the bunch, but it's certainly an experience.

**£25.99 OUT SOON**

**X-RATING: XXX**

**Gameplay: 9/20**

**Lastability: 13/20**

**Presentation: 13/20**

## Four Ecological Disasters

Mimmo, it's a jungle out there, in more ways than one. Try and stop the tree-chopping and dodgy dealings in the rain forest

The dodgy metal city, Wonky platforms and skulls greet you on this level. It's not very nice so please just get me out of here

In the temple you come across freakier backdrops, ominously strange music, even American footballers saying hello!

Weird! It looks nice, but it's hell to play on. Especially when you're set upon by some dodgy looking smiley face things

# TOP BANANA

**Anything going by the name Top Banana certainly deserves a look. But that doesn't prepare you for what is the most bizarre, weird, and freaky game to hit the streets for a long time.**



Not only that, there is also the rising water level caused by the greenhouse effect.

Later levels are set in metal city, a temple and finally Mindscape, which is a psychedelic hip-house.

Further nasties appear in all these levels, and the backdrops become even more bizarre.

You have to avoid acid rain drips and deal with, of all things, American Footballers, waiters, pop cans and an absolute menagerie of hand drawn or digitized creatures. Bizarre? You bet. Words still fail me.



even more disorientating than you'd believe at first.

That's not all, collect some dubious items and KT's controls will reverse, the screen inverts colour or even lose part of your life.

When you think you've reached safety on the top of the screen, things go slightly askew.

### GIVE US AN E, BOB

You plummet down in a bonus level, and then have to climb up again against nastier nasties, both flying and robotic.

The ecological aspects might not be totally original, but at least Hex has put its beliefs into practice with minimal and recycled packaging. A nice honest touch for an honest, albeit somewhat pretentious, product.

### RAVE IN GUARANVILLE

Opponents are dispatched by giving your love, shot in the form of hearts. They'll either disappear or irritatingly shrink to tiny-sized replicas which will do the same damage as their larger counterparts.

Love hearts, items of food, then appear. The love hearts change colour seven times as they rise. Collect each of the seven colours, and KT becomes one neck of a green crusader.

The food is vital. There is more than enough around, but collecting a star item or avoiding food will make the game screen shake, and this is

The heroine of this game is a young girl going by the hip name of KT. Don't be fooled however, although this young lady is green, she's not inexperienced but ecologically sound.

What's more, she has the power, and that power is cue deep breathing - Love.

In fact, the game is produced distinctly to break existing barriers, especially between the emerging world of multi-media and those of music videos and promos.

Despite all this, it is still a bog-standard platform game with excessively garish backdrops. Loading the game is eventful. The tune is by Coldout, who has produced for, among others, Lisa Stansfield, and the actual music is set to be launched as a 12-inch single called 'Global Chaos'.

The game is set in four worlds of vertically scrolling platform action. The first is set in a rain forest under threat from bulldozers, chain-saws and sharp suited businessmen.



In some areas, you are dosed in radioactivity, everything slows and inverses and you have a limited time to get out. It isn't easy because you can see hardly anything!



STORM



SALES CURVE

# B T G R U N

# "HIT THE ROAD!!" "WHAT ROAD?"

Pinned to your seat, engine howling, wheels spitting gravel and the marathon begins - you're about to encounter the six toughest stages of the gruelling Paris to Dakar rally.

Your supercharged car may be built to be driven through hell and back, but to qualify for each stage you'll need every ounce of the driving skills you possess. No Sunday drivers or lunch breaks please - this one's strictly for the pro-rallying crew.



Screen shots from Amiga version.

... will undoubtedly test the skills, reflexes and intelligence of even the most adept racing fanatic. Games X

"If this is the kind of stuff we can expect from the Storm label, let's hope it pours down."  
ST Action

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# FACT FILE

Software House: Starbyte  
Development Team: In House

The quality of the graphics in this game varies considerably. In places they have been lovingly drawn whereas in others it seems that they've been rushed.

For example, the samurai looks great but the goddess, despite having a well-drawn body, presents a horrendous looking face!

There are some blatant rip-offs from numerous sources, the most obvious being the Sean Connery Romero character from Highlander (as Brendon), but elsewhere I spotted Chris Achilles' artwork too.

This notwithstanding, the game plays very well. It has its discrepancies admittedly - your dead comrades will continue to follow your group around, but on the whole it ain't bad!

As with other recent stabs at this type of product, this is a competent attempt, although it doesn't really come close to DM or Eye Of The Beholder.

**£25.99 OUT NOW**



The ST version is of the same quality as its Amiga counterpart and as far as I can tell is a good quality port which isn't enhanced in any area.

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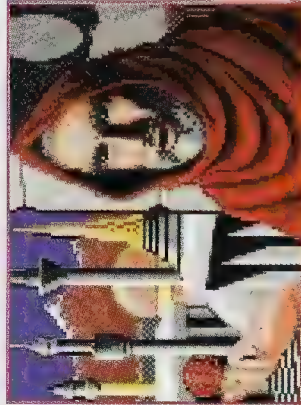


With a VGA display this is another PC game which looks great visually. The various hardware bits you have make a difference, but on the whole it plays just like the Amiga version.

**£25.99 OUT NOW**

**X-RATING: XXX**

**Gameplay: 13/20**  
**Lastability: 13/20**  
**Presentation: 15/20**



Ever dreamt of knowing the benevolence of the Gods is with you, sparing you of all unhappiness? The world of Lamarge was once blessed by the Gods and the carefree people knew no evil...

Well, benevolent Gods eh? People knowing no evil eh? We can't have a whole civilization totally devoid of the hebbie-jeebies now.

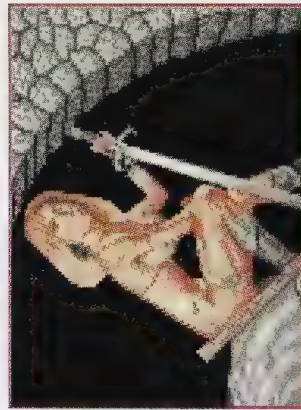
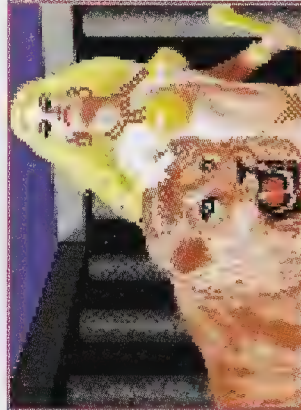
I know, let's throw in some mystical magical powers and really screw 'em all up!

Apparently the people of Lamarge are victims of their own whimsical existence, causing the undoing of their own lives.

While progressing through levels of corruption they have developed a hallucinogenic drug so lethal that it becomes instantly addictive.



The monastery is where your initial centre of operations is based. Here you create your characters and add them to your band of adventurers



# SPIRIT OF ADVENTURE

The evil creatures distributing the drug must be stopped. The only people capable of doing so are... (fanfare followed by conceited bravado) the 'brave characters possessing the Spirit of Adventure'. Good grief.

## ROLE-PLAYING STUFF

What a surprise, it's an RPG! You, as the leader of your merry band, must collect a group of six brave warriors and move off into the labyrinths as you search for the source of this horrible drug.

As ever, this is an icon-driven dungeon/streets/wilderness romp, filled with characters with which to interact, meannies to bash, treasure to find, and magic to develop.

You are given a certain degree of control over your characters' personalities and skills.

You can opt for either warriors, banshees, fairies(!?!), or samurais, along with others who all have certain uses in different situations.

Who's this then? Sean Connery? Looks uncannily like Romiricz from Highlander doesn't he. Apparently he's called Brendon Sabretooth... hmmm



As is the trend of the moment the game appears to be very large. The initial location, the Mooncity, is a huge complex filled with buildings, characters and assailants, and this is only a minor section of the quest!

To make things even more complex, much of the magic is dependant upon certain rune stones which must be collected and placed on special altars.

To create a spell for a character you must have a rune that first gives a source, such as death, then a path, ie fire, and finally a goal, such as the human body.

When three parts are placed on the altar thus, a new spell is created, ready for use! Although it may sound complex it does, nevertheless, add a new element to an otherwise stagnant formula.





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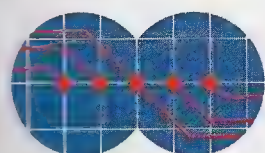
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# FACT FILE

Software house: Electronic Arts  
Development team: Bullfrog  
Programming: Bullfrog



The World War 1 Edition of PowerMonger is not only as good as the original, but adds to the appeal by introducing new and exciting weaponry as well as advanced computer intelligence to challenge even the most profound PowerMonger.

Graphically the game is first class with new detailed sprites and revamped controls. The sound is superb, featuring all the noises for the various seasons, like birds chirping in the springtime and the wind blowing in the winter.

Add to this the cheer of your army as it crushes the enemy underfoot and you have one of the best presented strategy games on the Amiga.

However, it's not the graphics or sound that make the product so good, it's the details that have been included.

You can make your men do virtually anything, from blowing the wildlife apart with a tank to attacking a hospital with a legion of trained soldiers. You must take care, since your troops will only remain faithful if you supply them with food - stop and they'll run for the hills!

To sum up, the data disk is a worthy addition to the original PowerMonger and will undoubtedly keep you battling away for hours.

**£14.99 OUT NOW**



What can I say apart from equally brilliant? You've heard it all before, the sound may not be as good but who cares when the game is this good?

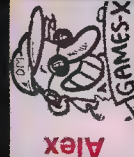
**£14.99 OUT FEBRUARY**

**X-RATING: XXXXXX**

**Gameplay: 16/20  
Lastability: 18/20  
Presentation: 16/20**

# POWERMONGER - WORLD WAR 1 EDITION

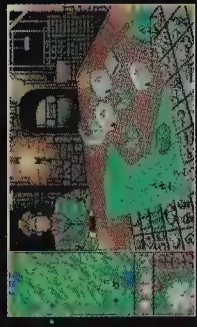
**Europe, 1914. One of the most savage wars ravages the continent. Forget fighting spear-wielding armies in the original, grab your Gatling, jump in your Sopwith Pup and experience PowerMonger in the twentieth century!**



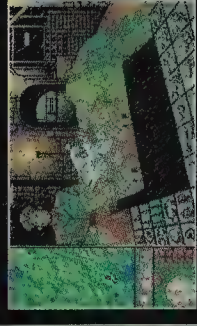
## MONGERIN' FOR TOTAL DOMINATION



With tanks and planes, blitzing the enemy installations is simple. Now all that remains is to mop up the troops hiding in the smoking camp can join your army, each one being controlled independently.



This allows you to attack villages from more than one side, or attempt to take the territory from the North, while at the same time controlling the South with another Captain.



The commanders can be sent on spying missions or may try and trade or form an alliance with the enemy, your success depending on your power and the status of your relationship - he won't form an alliance if you attack him!

The leaders also have the advantage of controlling the biplanes or tanks, when they have been invented!

Obviously these options depend on where you are based, since you can't get extra soldiers from a burnt out village!

Up to five other commanders recruit men, attack, collect food or invent weaponry.

As Lord Carthage, you begin the scenario with only 18 soldiers. Outnumbered two to one, try to team up with the other commander way down to France, then East into the Low countries and Germany, before finally conquering Scandinavia.

Once you've claimed Northern Europe, you must then venture down into Spain and Italy.

Each time you advance into a new territory, your army reverts to its starting quota, no matter how many soldiers you had remaining at the end of the last campaign.

### TRENCH WARFARE

The control system is identical to the original PowerMonger, although the icons have been redesigned to suit the WW1 scenario, such as a gun representing attack rather than the original sword.

This means that you can command your army to

As a PowerMonger in the Europe of 1914, you start to feed your lust for power in the bleak Shelland islands. Resistance to your army is small, and after a few minor scuffles, you should quickly make your way into Scotland.

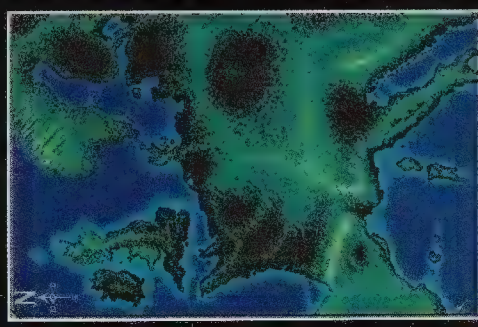
Conquering Northern England will give you your first taste of power, but you still have to cross the Channel to start working your way through France and across the rest of Europe.

### TOTAL CARNAGE!

There are 175 territories to conquer in all, plus a random map option, which creates a new scenario every time you click on the appropriate icon.

You must progress across Europe in a set pattern, starting at the top of Britain, working your way down to France, then East into the Low countries and Germany, before finally conquering Scandinavia.

PowerMonger World War 1 Edition is set across Europe, the aim of the game being total domination. Starting in England, you must march down through France and Spain, before conquering Italy and the rest of the 175 territories



The simple point-and-click control system is virtually identical to that seen in PowerMonger. To win each scenario you must have two thirds of the land under your control, and can use up to five other commanders to help you





# FACT FILE

**Software House:** Mindscape  
**Development Team:** Distinctive Software Inc  
**Programmer:** Kevin Pickell  
**Graphic Artists:** Mike Smith, David Adams  
**Music:** Michael J Solyrka

**C** The main problem with 4D Sports Driving is that the Amiga controls are very unsensitive, especially when using the mouse or joystick. I came to discover that the keyboard was by far the easiest control method available.

Graphically the game has its flaws, but on the whole everything works to a certain degree. Although some things still jerk a bit the vectors move how you want them to due to a detail selection that has been included.

All the car dashboards are fairly well drawn despite looking a bit on the blocky side.

Fortunately you can turn them off and just watch the road ahead to make the driving that bit more realistic.

The sound effects are very good and, as such, enhance the game considerably. The revving of the car engines has been represented very well indeed and gives a realistic touch although sadly this is let down somewhat due to poor skidding effects.

To start with you'll think that it is just plain rubbish but after a while it should begin to grow on you as you realise that there is a fairly addictive game hidden in there.

The track designer adds a lot to the overall impression, for without it the lasting appeal would be very thin on the ground. For boy racers only I'm afraid!

One other thing: the price is a little too high for an arcade-style game!

**£30.99 OUT NOW**

**X-RATING: XXX**

**Gameplay: 11/20**  
**Lastability: 12/20**  
**Presentation: 14/20**

**Following on from 4D Sports Boxing comes the next in the series which has you testing out your skill on the road. Happy with the idea of throbbing metal placed under your control? If so, then read on...**

**Following on from 4D Sports Boxing comes the next in the series which has you testing out your skill on the road. Happy with the idea of throbbing metal placed under your control? If so, then read on...**

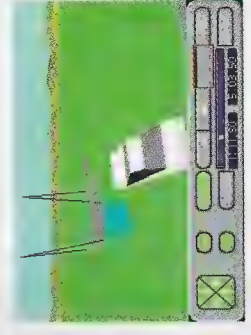
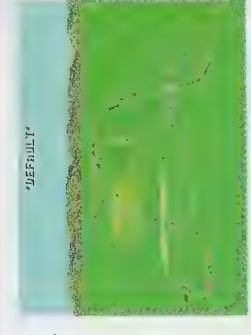
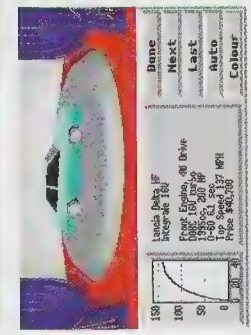
**A** bout two years ago a little game by the name of Hard Drivin' came into fruition in the arcades and which involved you burning around a stunt-filled track in a Ferrari.

To be fair, when this was converted to the home computer it turned out somewhat disappointing; as a consequence Domark produced a sequel of its own which, although better, was still not excellent.

4D Sports Driving takes most of its inspiration from the arcade version. To begin with you may choose from a large number of cars;



## Making Skid Marks



Here we see a view of the current circuit. There are five of these built into the game.

Whee! This is fun! To clear the jumps you must choose the right car. The Ferrari is your best bet

the range covers high-speed LeMans racers through to tough rally performers such as an Audi Quattro. All perform well in certain fields with none emerging as being particularly better than the others.

### AIRBORNE RACER

There are an infinite number of tracks at your disposal due to the inclusion of a handy track designer.

These are filled to the brim with jumps, loops, tunnels and bridges, all of which will test the vehicle you are driving to the limit.

Select your desired vehicle in the showroom, choose the colour and also whether to have an automatic or manual gearbox.

This is a game of thought since not all the obstacles can be taken at full speed. Ignore this warning and you'll most probably be involved in a spectacular crash.

Should your car end up as a wreck then you can watch a replay of the entire race up to the crash from four different angles.

These can also be saved to the disk for you to view at a later date if you are of the opinion that they looked particularly impressive.

The circuits can be raced either against the clock or head to head with another driver. The opponents are all suited to one particular track already created by the game and each have their weaknesses as well as their good points.

The track designer is simple to use and a complex track can be built in no time at all. You can choose from three types of road: dirt track, icy or normal.

As well as these you also have all the obstacles at your disposal, leaving you to make the going as easy or as difficult as possible.

Some of the circuits need a bridge to cross them. One touch of the barriers on either side and you're history

# 4D SPORTS DRIVING



# WORLD SERIES

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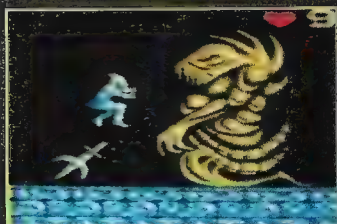
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# CONSOLE CONNEXIONS



This week on the all-new Console pages, we bring you the Mega-CD in all its glory along with reviews of three game titles. Plus the Hyperboy, Home Alone and Final Fantasy II on the Super Famicom...



### BEAST MASTERMIX '92

Originally featured way back in issue 20 of *Games-X*, *Shadow of the Beast* on the Master System is due for release any time now.

As the Beast slave you must avenge your parents' death and kill the Beast lord, a powerful sorcerer and also your master.

Set over six huge stages, the game features 11 levels of visually stunning

parallax scrolling as well as massive guardians which fill the screen. Using a specially adapted Master System control method, *Shadow of the Beast Mastermix '92* will be reviewed next week in *Games-X*.

### ANOTHER WORLD ON ANOTHER MACHINE

*Another World* comes across as a superb arcade adventure from Delphine/US Gold, in that it uses slick graphics and taxing gameplay to complement the tough challenge.

Previously, *Another World* could only be experienced on the home computers, but on show at the CES in Las Vegas, the Super Famicom version of this gem, titled *Outside World*, reared its head.



As Lester Chaykin, you have been warped to a strange world when one of your science experiments goes dreadfully wrong. Your arrival is not welcome and you are promptly thrown in a cell.

Employing skill and wit, you must escape from the alien stronghold without getting your brain splattered across the wall.

When this mega cart will be available I don't know, but rest assured that *Games-X* will keep you posted with any further information.

Thanks to:  
**Console Concepts**, The Village,  
 Newcastle-U-Lyne, Staffs ST5 1QB.  
 Tel: 0782 712759.  
**KC's Computers**, 3 High Street,  
 Loughborough, Leics LE11 1PY.  
 Tel: 0509 211799.  
**Megacom Distribution**, 13 Mansfield  
 Road, Nottingham NG1 3FB.  
 Tel: 0602 475151.

## HYPERBOY



Compact size and portability have led to the Game Boy's success, so why have a unit, almost four times the size, which holds the Nintendo hand held!

The reason is simple. The Hyperboy rolls all the Game Boy accessories into one. The Konami unit features a lens which enlarges the screen, thereby making it easier to see, and a set-up including two small bulbs which allow you to use the Game Boy in dim light.

A spare bulb which slots in the existing socket is also included in the package - no soldering required. An amplifier and speakers are positioned at the bottom of the colour-coordinated unit, with the jack plug inserting into the Game Boy's headphone socket.

The Game Boy itself just slides into the back of the Hyperboy, held tightly in place by a roller. All the buttons are now placed at the front of the console, and replacing the D-pad is a small joystick.

Just above the stick is a small lever, which allows you to restrict joystick movement to four-way rather than eight.

The power switch is found on the right-hand side, although you still use all the Game Boy controls to change volume, brightness and the GB's power.

It is still possible to plug a power adaptor into your console rather than



using batteries, although the Hyperboy itself runs on two huge D-sized cells with nowhere to plug in an adaptor.

The Hyperboy, approximately 180mm high, 160mm wide and 250mm long, isn't exactly portable. It will sit firmly on a desk and shouldn't move thanks to four foot pads which can be raised or lowered to alter the viewing angle.

So, is it worth £50? To be quite honest I think that a bulky piece of equipment only succeeds in waving goodbye to the portability.

The joystick is easily usable and many players will prefer the feel of a stick rather than a pad, but I did notice that it has a tendency to stick - not very often but annoying if you're at a crucial part in a game.

Despite making the screen appear larger, the magnifier also increases the reflection and can make playing harder. The sound amp is good, but for the cost I'd expect much more on offer. Try a price tag nearer £30.



CONSOLE CHARTS

NES TOP 10

1	.....MARIO 3 ▲
2	.....MARIO 2 ▼
3	.....DIGGER T ROCK ◆
4	.....SKI OR DIE ▲
5	.....GOAL ▼
6	.....CALIFORNIA GAMES ★
7	.....MARBLE MADNESS ★
8	.....SOLSTICE ★
9	.....MEGAMAN II ★
10	.....DOUBLE DRAGON ▼

CHART SUPPLIED BY GAME  
 SEE CHART PAGE FOR SYMBOL KEY



# HOME ALONE

Yes, the most successful comedy film of all time, and yes, it stars the pint-sized millionaire Macaulay Culkin. But is the game conversion any good? Judging by the Game Boy version, sadly no.

You probably all know the scenario of the movie by now. Young kid gets left at home, house gets broken into and kid tries to protect it – cue lots of side-splitting laughter.

The game is set sometime after the movie left off. Harry and Marv have done their time and are back on the streets.

Obviously they are slightly narked about being banged up by a little toerag, and consequently they plan their revenge. When the McCallister's leave their house again, Kevin is in for a surprise.

Harry and Marv, the Wet Bandits, have now called upon the help of a band of henchmen to aid them in stringing Kevin up. With his BB gun, catapult and micro machines though, the young hero can beat these pair of buffoons.

As McCallister junior, you're the only one around to stop the thieves from stealing all the valuables. How? Simple.

Run around the massive house, collecting the gold candlestick holders, bags of money and other valuables before the Wet Bandits lay their hands on them.

If Kevin should bump into one of the henchmen, a point of his life force is lost. Three bumps and you're history.

The goodies are hidden in a variety of strange places: drawers, cupboards, linen baskets and, if you're willing to dip your hands in, the toilet bowl!



Due to Kevin's small pockets, he can only hold six items at a time, and the house usually holds over 20.

He must therefore hide them away in a safe place, that is if he can find the laundry chute that leads to the basement.

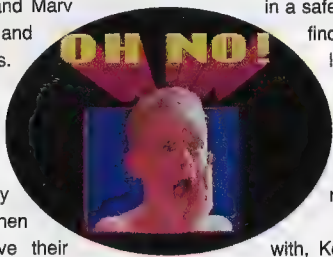
When you have located it, simply press Up on the pad to drop the goodies right down the chute.

An easy task to begin with, Kevin's job of protecting

the expensive jewellery gradually becomes harder. As he ventures into different levels of the house, the Wet Bandits he has to nobble or avoid become tougher.

During the later stages they even resort to throwing objects around which Kevin must avoid if he doesn't want to face the consequences.

You can, however, lead the



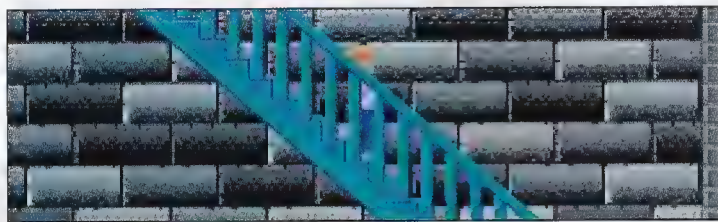
Kevin leaps around his bedroom, armed only with his trusty water-pistol

henchmen into a trap which will leave the way clear. For instance, try luring Marv across the drawing pins – he'll soon get the point!

OK, Home Alone may be a huge grossing film, but to put it bluntly, the game is a pale comparison of its silver screen counterpart.

Although visually OK, there is nothing outstanding when taking into account the Super NES's capabilities. Sound too is pretty poor.

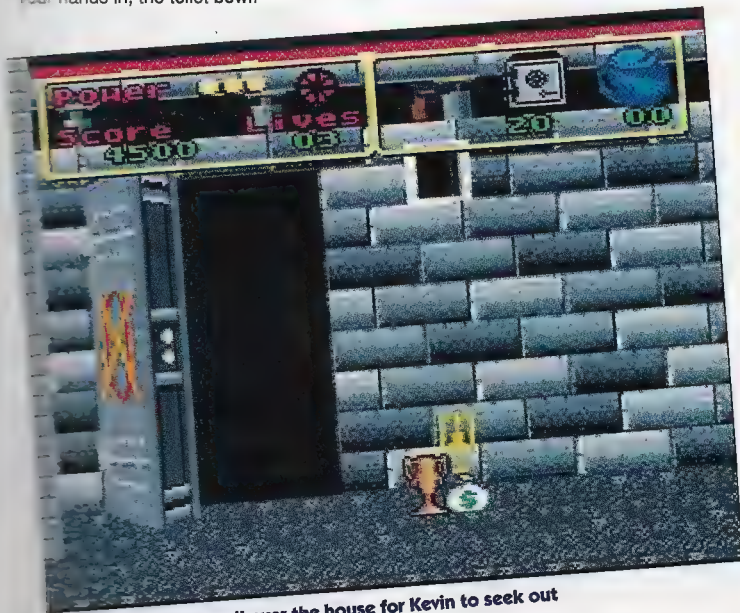
Unfortunately the simplistic gameplay doesn't manage to save the cart from being dragged down to a sub-standard level. A great disappointment.



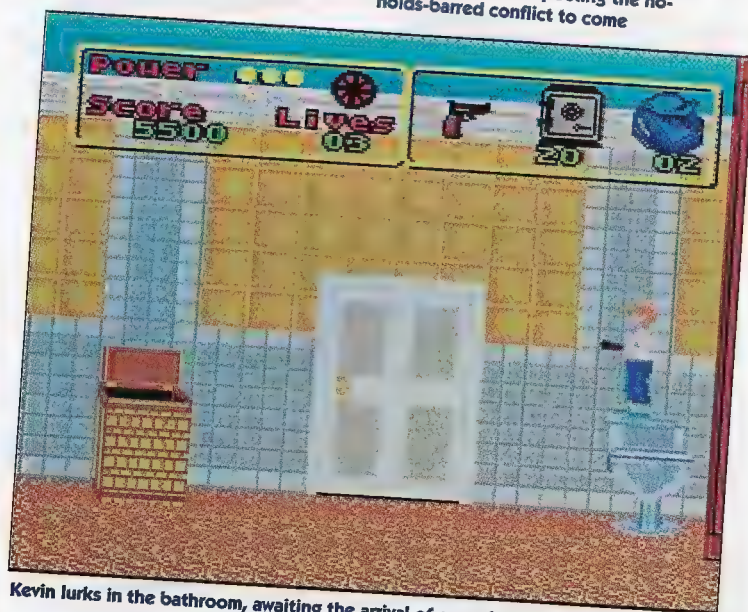
<p><b>GAMEPLAY</b></p> <p>0 5 10 15 20</p>	<p><b>PRESENTATION</b></p> <p>0 5 10 15 20</p>
<p><b>LASTABILITY</b></p> <p>0 5 10 15 20</p>	<p><b>X-RATING:</b></p> <p><b>XX</b></p>



Harry and Marv arrive at the McCallister residence, little suspecting the no-holds-barred conflict to come



Valuables are hidden all over the house for Kevin to seek out



Kevin lurks in the bathroom, awaiting the arrival of one of the villains



# MEGA-CD



The Mega-CD has been eagerly awaited here in the Games-X office for our grabbing hands to dissect. Is it worth all of the hype? Will it really make you weep with desire?

Unpacking the box the first thing you notice about the undressed CD unit is that it feels remarkably light and flimsy.

It still awaits the actual Mega Drive to be attached on top to make it the rather smart-looking item which has made us drool for months.

Since the Mega-CD isn't officially available in the UK, and because the imports are marketed for Japan and SE Asia, you'll soon discover you need a Japanese standard Mega Drive.

The CD unit actually scans your machine to check and will complain if it's a PAL TV unit rather than a NTSC compatible Mega Drive. It simply won't work.

Although the official UK launch date has yet to be announced, it's expected to be in August. However, if you can't wait that long, you're better off knowing that the word on the grapevine has it that Sega is clamping down on unofficial imports.

Apparently, not only will it scan the Mega Drive you own, but also the power source, thus making future software incompatible in the UK. Or so rumour has it. That sound vindictive? Well, that's the way it is.

After learning about the major downers, you'll be glad to know that the Mega-CD does have its good points. The graphic capabilities compared to those on the poor standard Mega Drive are truly awesome.

An additional dedicated graphics chip is incorporated which can deal with much more sprites, animate them, and have full zoom, rotate and flip facilities.

Previously, only the Nintendo Super



Famicom/Super NES had this ability to deal with perspectives in such a manner.

The space on a single CD platter is phenomenal – over 650 megabytes of data.

You'll be very lucky to see a game ever utilising the entire information.

However, because of the space, it can be filled up with studio recorded music and crystal clear sound effects.

The Mega-CD can only load music and game data at different times; fortunately another dedicated PCB chip deals with this coordination.



Believe it or not, to embarrass the everyday Mega Drive owners, the Mega-CD unit comes with a buffer to

retain up to a whopping six kilobytes of game data from the disk. This can converse with the attached Mega Drive in no time whatsoever.

It can also be called upon if and when the game requires it, with the game speed increasing exponentially.

It also doubles up as a standalone CD player, so after a hard night's gaming practise you can relax and listen to your favourite grooves via the TV set or additional speakers.

If you have a CD-G disk, you can also watch images of the band on stage or in interviews.

The unit has no buttons, so you have to control it through the Mega Drive joypads. All controls for the CD player have to be done on screen, even down to retrieving the CDs from their slot. None of this caddy rubbish here. This isn't too much to ask but it still seems a strange omission.

At the moment, the games we have tried are lacking that certain 'je ne sais quoi' but we believe the Mega-CD has such massive potential that the games will surely get bigger and better, especially when it's officially launched in the UK with an estimated cost of £250.

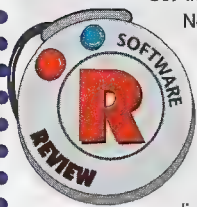
If you can't wait until then, you can get hold of Mega-CDs for around £300, with the game disks at £40 from Megacom Distribution in Nottingham.

Imported Scart compatible machines can be obtained from there or alternatively Console Concepts in Newcastle-under-Lyme.

CD is a massive medium for the future. It all boils down to whether you're prepared to be the first to ride on the crest of the wave, or whether you'd prefer to wait for the big one lurking in the distance.

Mega-CD has potential and when it's exploited to the full it should certainly be impressive.

With thanks to the generosity of: **Megacom Distribution**; Tel: 0602 475151 for the Mega-CD unit, and **Console Concepts**; Tel: 0782 712759 for the Scart Mega Drive.



Set in the future, Heavy Nova is a hi-tech beat'em-up in which the safety of the universe rests heavily on your shoulders.

Skilled pilots climb inside huge robots, trudge around the galaxy, and rid the known universe of intergalactic pests.



Portable vacuum cleaner alert!



This is more like it, a fun shooty-shooty game with blasting galore! You've probably already guessed that this is a solo mission only the spunkiest pilot in the

world could pull off.

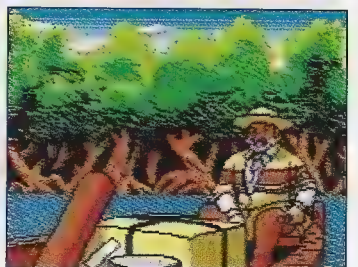
Spanning six levels, Sol-Feace is set in deep space and pits you against



Look out Indiana Jones, here's Ernest Evans and he's got a huge bull whip to strike down the enemy with. Ernest Evans is a platform adventure of

immense proportions.

It features slick graphics and ear-shattering sound, as well as a superb animated intro that actually speaks to you, albeit in Japanese!





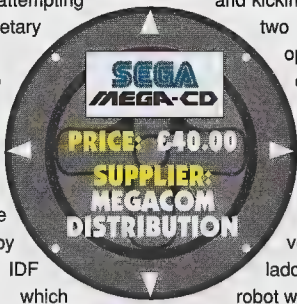
# HEAVY NOVA

You enter as a trainee, attempting to join the IDF (Interplanetary Defence Force).

Obviously this crop of rock hard psychos doesn't let just anyone advance to such an esteemed position.

You must prove your worth by enduring the IDF training course which consists of biting the head off a live chicken and then doing obscene things with its mutilated torso.

Heavy Nova, a horizontally scrolling beat'em-up, has you strutting from left to right



and kicking butt. A game for one or two players, the single robot option pits you against the computer's might, whereas two human competitors must fight against each other on a one-on-one basis.

You begin at the very lowest rung of the ladder, controlling a weak robot with very limited moves.

However, as you pile-drive your way along, progression through the various 'bots gives you a better chance to defeat the ever-increasing horde.

Graphically Heavy Nova is OK, featuring large, nicely animated sprites. Sound



Time for a good beating from an end-of-level boss

too is pretty good but nothing outstanding when taking into account the CD's capabilities.

Unfortunately it is the gameplay that mainly lets the disk down, bringing a

**GAMEPLAY**

0 5 10 15 20

**LASTABILITY**

0 5 10 15 20

**PRESENTATION**

0 5 10 15 20

**X-RATING:**  
**XXX**

tedious and somewhat boring element into Heavy Nova.

Even the two-player option doesn't add to the game's appeal, leaving this one better left alone.

# SOL-FEACE

an alien horde. Throughout your battle you will venture deep into the alien's asteroid base with the intention of ridding the universe of the little slimes.

Sol-Feace is packed with goodies to bolt onto your ship to make your firepower more formidable. Starting with a pretty pathetic cannon, you can soon build up your weapon to the blaster which doubles your firepower.

Next is a wider version of the blasters that provides a larger fire-arc, followed by the mega-ray which breathes photon death onto even the meanest and cruellest of adversaries.

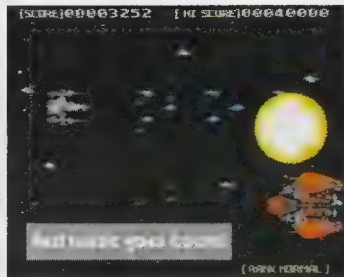
Missiles are the last weapons you will probably find, in view of the fact that they equip your craft with powerful shells that fire at an angle.

In addition, you can change the direction in which your main weapon fires

by collecting the power-up icon from the top, bottom or head-on.

Sol-Feace is a competent shoot'em-up for the Mega-CD, and does actually utilize the machine's scrolling and scaling facilities a little.

The intro to the game is cool; cartoon-style graphics accompanied by a few words of fluent Japanese. On the whole, a decent shoot'em-up.



**GAMEPLAY**

0 5 10 15 20

**PRESENTATION**

0 5 10 15 20

**LASTABILITY**

0 5 10 15 20

**X-RATING:**  
**XXXX**

# ERNEST EVANS

Set over a plethora of levels you, as Ernest Evans, must battle your way across terrain unlike any seen before. Tentacles burst from the muddy surface and try to squeeze the last drop of life out of you, while birds swoop down to scratch your eyes out.

The only way of stopping such



torture is to hit them with your bull whip. As an agile character you can scale

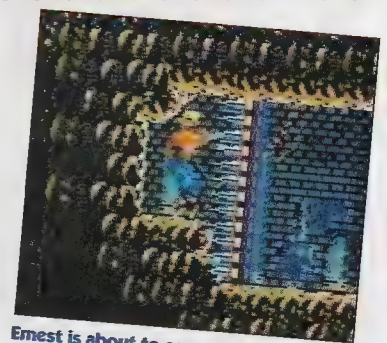
sheer faces by digging your fingernails in the mud and scrambling up the side.

However, due to the animation of the poor chap's legs, you look rather like a demented gazelle with epilepsy.

What can I say; you have a superb piece of machinery like the Mega-CD and all you get is sub-standard software!

Ernest Evans is OK to look at, complete with colourful sprites and backdrops, but the animation of the main character is diabolical.

The sound is, yep, good, but overall, poor gameplay leaves Ernest another title to be left alone.



Ernest is about to come to a sticky end. Can he zap the advancing spikes with his bull whip before it's too late?

**GAMEPLAY**

0 5 10 15 20

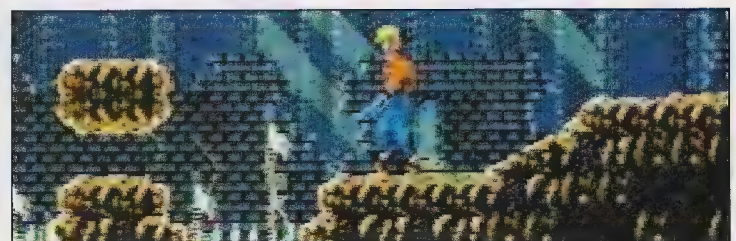
**PRESENTATION**

0 5 10 15 20

**LASTABILITY**

0 5 10 15 20

**X-RATING:**  
**XXX**





# FINAL FANTASY II



Final Fantasy II, the latest in the role-playing series on the Super NES, is set in the mystic land of Baron. Baron is protected by the huge airship squadron that retains a constant eye on the villagers far below.

However, of late, the King has used the airships, or Red Wings as they are known, to penetrate a neighbouring kingdom and steal the precious crystal hidden within the palace.

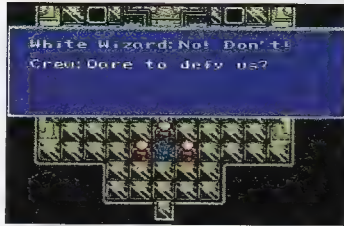
Cecil, the commander of the Red Wings, questions the King's order and is promptly thrown from the Red Wings.

To prove his worth an arduous task must be completed and a package retrieved from the misty caves...

And so the story develops, unfolding new mysteries to solve and revealing the far corners of Baron, aching to be explored.

As Cecil, you and the Dragoon Kain are impelled to fight against the King as he uses his power to crush the innocent villagers in his grasp.

Final Fantasy II is a simple to play 8-meg role-playing game. Starting at the castle of your King, you can explore the



The game's up for the white wizard - he's crossed the crew once too often

fortress using the D-pad to move and button A to operate switches, search chests, and talk to people to gain valuable information.

Your party starts with only two people, Cecil and Kain, but as you progress new characters may be recruited who can either increase your numbers or bless your team with magic skills.

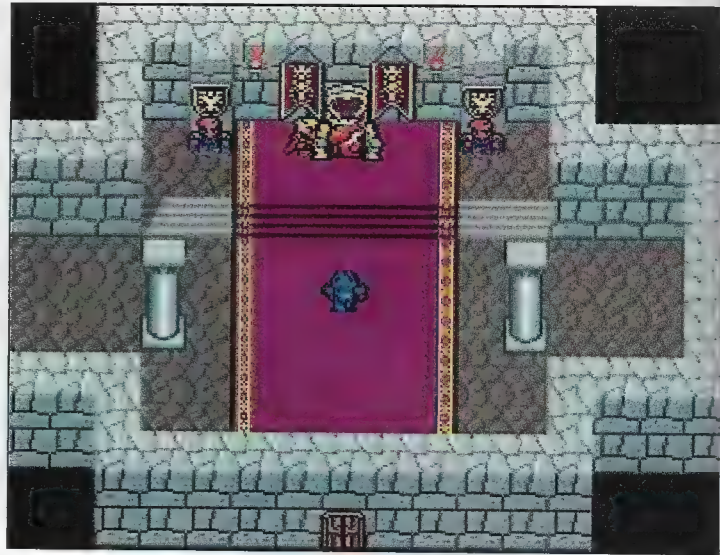
Due to the vastness of the game a battery backup save facility exists that allows you to save up to four different games to which you can come back to at any time.

Probably the best thing I like about Final Fantasy II is the fact that everything is written in plain English. Try playing a Super Famicom adventure when most of the text is in Japanese - it's damn near impossible, I can tell you!

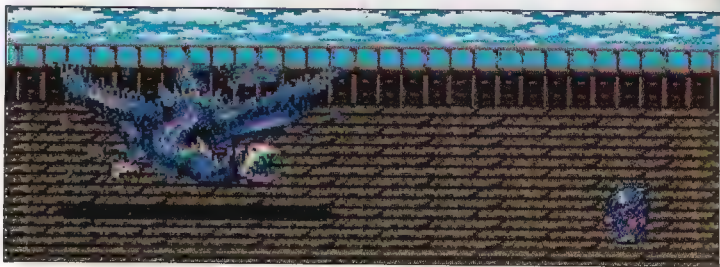
That aside, Final Fantasy II is a first-rate adventure with only one little niggle - the hands off sequences.

These appear quite frequently, are lengthy and cannot be skipped, so you have to sit back for ages waiting for Cecil to work out his predicament.

The graphics are colourful and the sound good, and to top it all off, the game incorporates a long-term challenge set to a sickeningly cute fairy tale storyline. An excellent product.



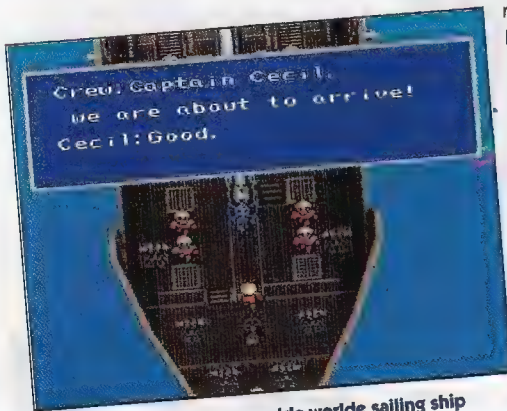
Cecil's mission begins with an audience with the devious King of Baron



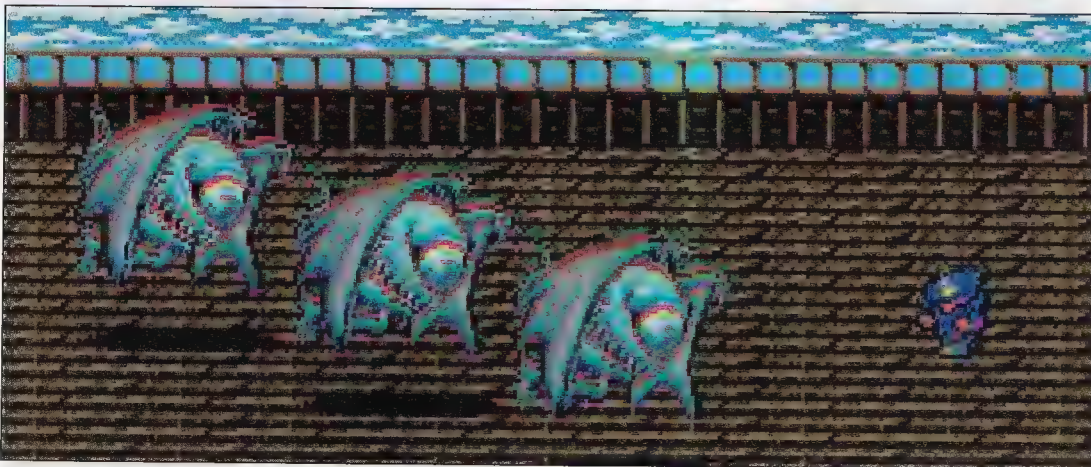
Cecil encounters a damed big blue raven with sharp claws and a snapping beak



The distant corners of the Kingdom of Baron are yours to explore in your quest



Take to the high seas in an olde worlde sailing ship



Cecil prepares to take on the hideous floating eyeballs in mortal combat

<b>GAMEPLAY</b>	
<b>LASTABILITY</b>	
<b>PRESENTATION</b>	
<b>X-RATING:</b>	
<b>XXXXX</b>	



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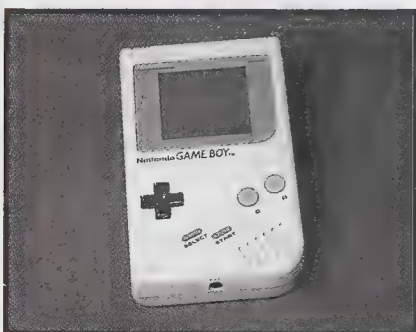




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Entering the house you move into the resplendent foyer with the gorgeous staircase winding towards the bedrooms. Where to now? Explore down stairs or creep up and snoop around?



**Y**ou and a number of other invitees are the guests of the evil toy maker who has just died. Investigations into a number of child deaths revealed that the unfortunate infants all had one thing in common.

They were bought a doll made by the toy maker and they all suffered the same hideous death!

Now the toy maker has died and you must stay at the house in order to put the final pieces of the mystery together and solve the puzzle.

But nobody has seen the toy maker's body - is he still alive? Is he waiting in some dark corner with a razor-sharp chisel to plunge into your chest?

### **PAINSTAKING PROCESS**

Guest is the most advanced graphic and sonic presentation ever seen in the field of video entertainment.

At the Vegas show, Virgin's rival publishers were green with envy and the general opinion is that if one thing could sell CD technology to the computer entertainment world, it is Guest.

So how is this stunning presentation achieved? The game's designer, Trilobyte, uses a series of ordinary PCs with hard drives and it is a long and painstaking task which equates to 100 computer hours to process one second of finished game!

Therefore, the team work shifts so that production continues twenty-four hours a day. Designing and processing the project is time-consuming, and the sad fact is that there is a Computer Aided Design work station, costing many thousands of dollars, that can achieve what Trilobyte painstakingly produces in only a tiny fraction of the time.

Unfortunately, the investment would take many years to pay for itself. Also, Trilobyte reckons that this level of CAD is a cheat and it is happy to be at the heart of the project, going over the finest detail, in order to achieve the best effect.

The screenshots show the intricacy and the beauty of the game, but they cannot portray the stunning realism as

# **GUEST**

you move through the house. The process employs the true principles of architecture and physics using advanced CAD software.

The team first produces an intricate line design of a room, featuring the smallest details such as the switch on a lamp, the design and texture of the wallpaper or a title on a book.

The artist can then move throughout the room, rotate and see the room from different angles. The architect gives precise details of such intricate detail as the type of wood used on a piano, book shelf or staircase.

Then comes the most complicated and crucial aspect of the process, the calculations involving the various light sources and the many shadows they cast, as well as the various shades of light and dark.

As in real life these must change constantly as you move around. Even

more complicated is working out how the light source's reflections would appear on hundreds of different materials, ranging from polished wood tables, banisters and floors to wallpaper, leather bookbinders and carpets.

Furthermore, the choice of colours and various shades have to be perfected and again the reaction of light and shadow on different shades must be worked out.

Trilobyte is aiming for a completely harmonious, virtual reality house and it is doing it the hard way.

Playing the game is a truly cinematic experience. With a simple control interface, you just click on an object and glide smoothly over it.

Up stairs, through hallways, into the dozens of sinister rooms. Suddenly, you are confronted by ghostly apparitions which send shivers down your spine.

These ghouls run down the hall

towards you, disappear through the wall and act out a part of their life when they were alive which is most effective.

You can see all the features of the human form but the apparition is transparent. This hair-raising effect is achieved by fluid character and object animations, where real actors are video

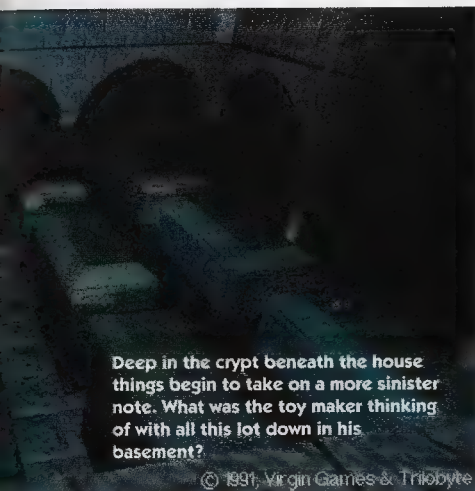
**The laboratory is one of the most beautiful screens in the whole game! Everything from the brickwork to the shelves is painstakingly rendered in full colour**



© 1991, Virgin Games & Trilobyte

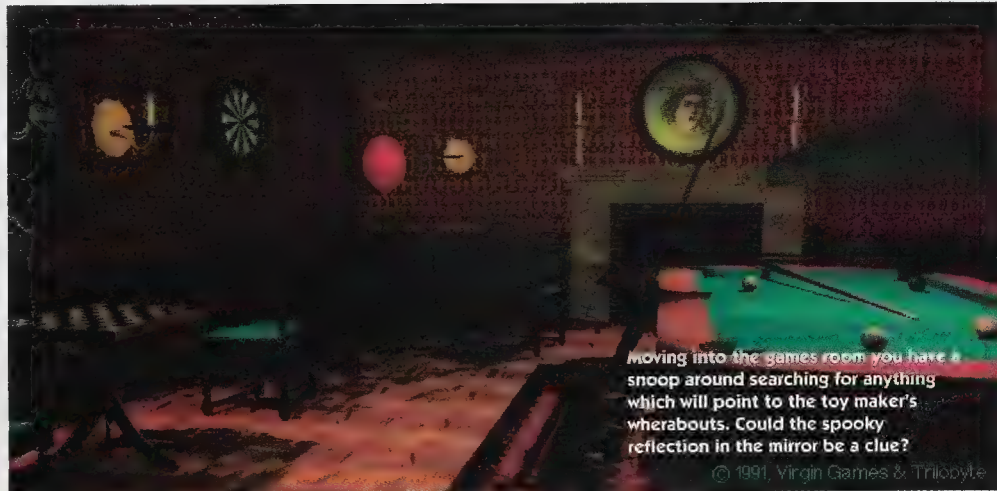






Deep in the crypt beneath the house things begin to take on a more sinister note. What was the toy maker thinking of with all this lot down in his basement?

© 1991, Virgin Games & Trilobyte



Moving into the games room you have a snoop around searching for anything which will point to the toy maker's whereabouts. Could the spooky reflection in the mirror be a clue?

© 1991, Virgin Games & Trilobyte



Thanks to the wonders of modern technology, Virgin is able to give you these truly gorgeous graphics. Built up first using a CAD system, the ray-traced graphics are then superimposed to give a truly startling effect!

filmed in front of a blue background. The video film is then transferred to the Autodesk 3D Studio, where it is animated against the architecture within the room where the perspective is perfected – the result is astounding!

Guest is based on a dramatization by Matthew Costello and the game itself

is a combination of rich intrigue and secrets. There are physical and cerebral puzzles to solve. But what horror story would be complete without shocks?

There are dozens in Guest, randomly generated by the many ways that you tackle the mystery. One stunning shock sequence occurs when

you walk past a painting. Suddenly a ghostly head presses through the canvas turning the paint to liquid.

As the memory gulping effects grow, it becomes less likely that Trilobyte will be able to produce the game on floppy disk. At present the game would take up numerous high-density disks.

Guest proves that CD technology has no boundaries, the possibilities are limitless.

It will be released in the States first, on PC with CD ROM because there is already a sizable CD ROM user base over there, but in the UK a release date has yet to be agreed on.

# Spooky Peek

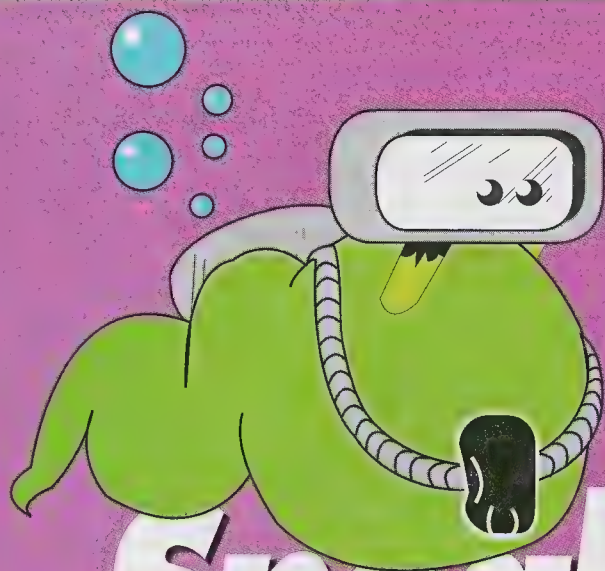
The best horror movies always feature a house of horror, terror and evil. From EA Poe's House of Usher, The House on Haunted Hill and House of Mystery, right up to the present day with that rather des res in Amityville, the list of movie horror houses is endless. Now, US design house Trilobyte has designed Guest, a horror house that you may never leave alive!

To create the wonderful 3D images, the developers first used a CAD package which created a 'wire frame' representation of the desired graphic. From this point on the screen is built up to give the work of art pictured here

30TH JANUARY-5TH FEBRUARY 1992 GAMES £31

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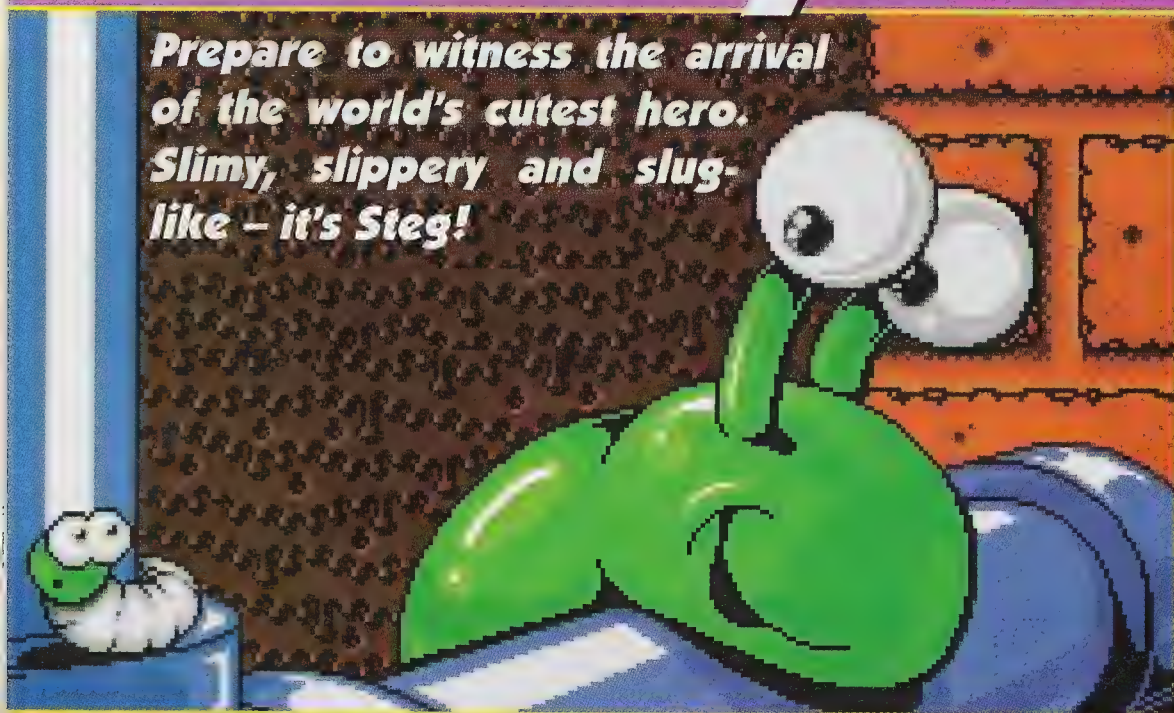


# STEG

## Sneaky Peek



Prepare to witness the arrival of the world's cutest hero. Slimy, slippery and slug-like – it's Steg!



control of the bellows; on some levels our resourceful little creature can even set the bellows to blow the maggots all the way to the nest!

More contraptions come in the form of trampolines, useful for guiding bubbles up narrow passages. Leaping on these bouncy platforms will see Steg jumping for joy.

Many levels contain power-ups that endow our hero with special abilities. The Nitrous Oxide Injection Kit adds a little speed into Steg's stride while strap-on bionic legs elevate Steg above the floor, enabling faster movement and death-defying leaps. Rocket packs, however, need a little more care and attention.

Strapping on this contraption Steg can fly with ease, the only problem being that if the burner touches the bubbles they burst!

### THE SLUG SLOGS ON

As Steg becomes more proficient in feeding Tyungunz the little blighters grow older and bigger. When this happens our slimy friend has to work even harder to cater for increasingly voracious appetites.

Steg has an energy meter which

**S**teg's been having a very busy time of it, what with trying to free all the young nippers, more so since the Tyungunz have a ravenous appetite.

Set in a labyrinth of deep, dank, dark caverns, Steg's only aim is to keep Tyungunz from starving to death. It just so happens that among the multitude of critters that live in the tunnels there is an abundance of juicy maggots – a favourite delicacy.

By trapping them in bubbles, our little grafter can transport them to his waiting Tyungunz.

The game itself is set over a myriad of levels, each testing the slug's ingenuity and skill. Once our hero has fed all Tyungunz they promptly go to sleep.

content allowing progression through the following levels.

### I WANNA BE A SLUG!

Having ensnared an unsuspecting maggot in a bubble, Steg then gives chase, controlling the bubble by blowing it in the required direction.

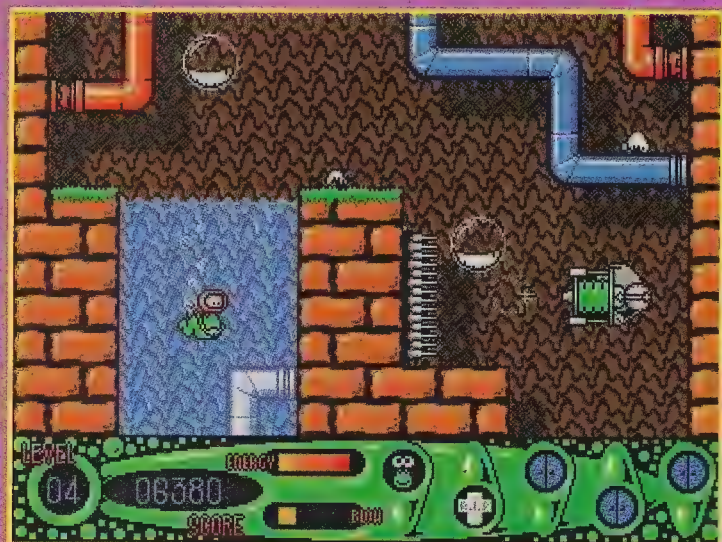
The Gastropoda has to ensure the spheres avoid the cavern walls and miss other hazards – spikes and fire both consume the bubbles with an unyielding passion.

Steg is an arcade puzzle game with the emphasis on thought and each level has been designed to be completed in a number of different ways.

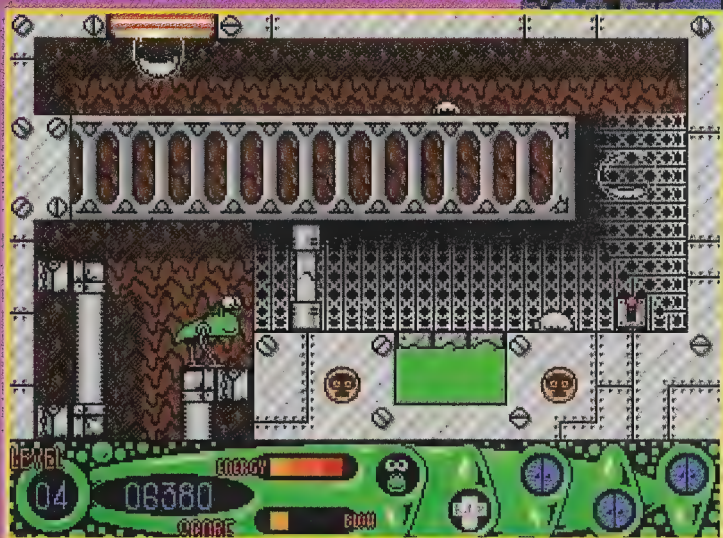
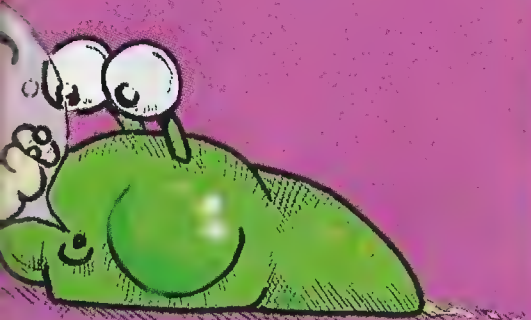
Hidden deep within the bowels of the earth are ancient bellows. These huge machines puff gusts of warm air through the

caverns, sometimes hindering Steg, other times acting as aids.

By looking hard enough switches may sometimes be located, permitting







Steg stops a moment to wipe his brow and take a breather as he examines the various contraptions found within the confines of the underground tunnels.

can be replenished by various pieces of fruit. Reach rock bottom though, and it's goodnight Vienna.

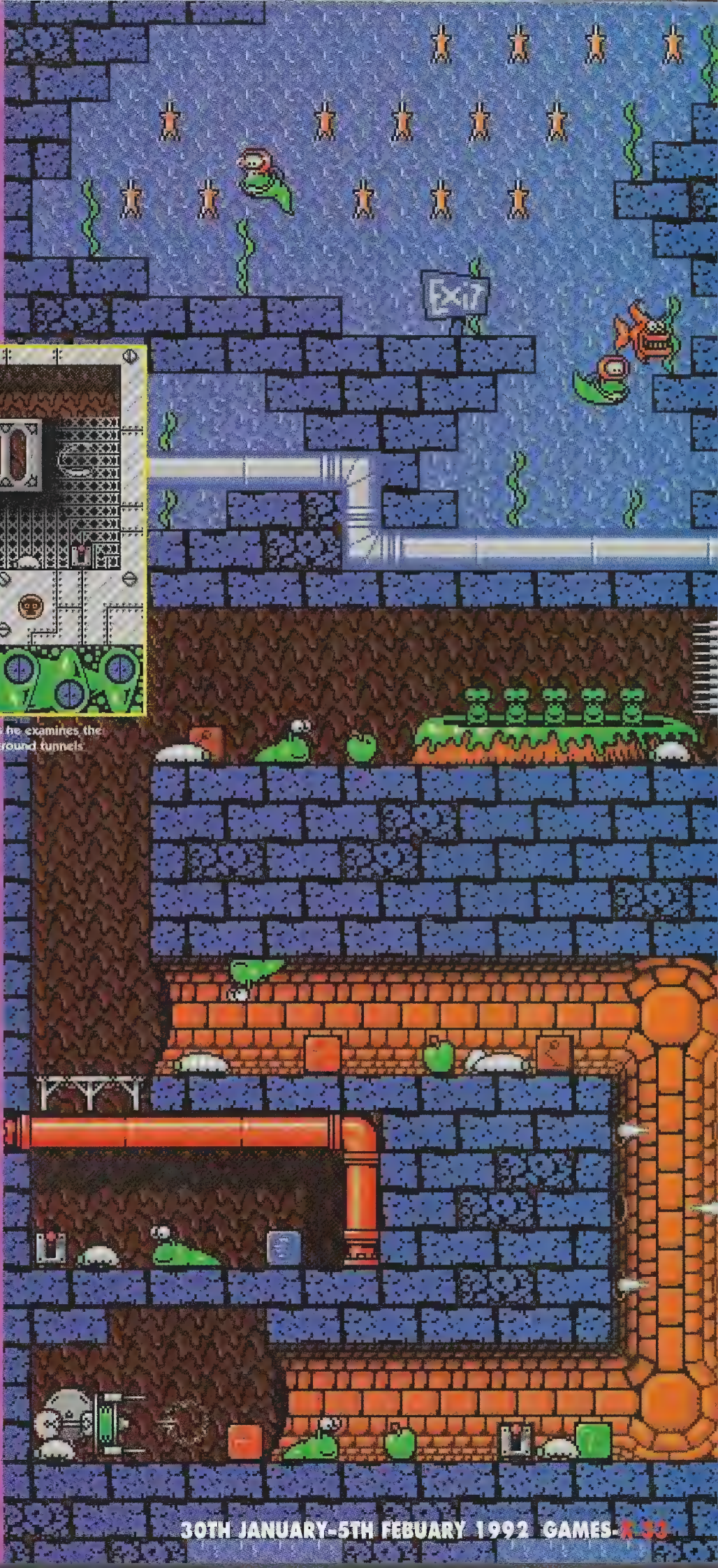
In addition there are five Tyungunz windows. These show the current condition of the babes and range from asleep, starving, and dead.

Let all five of the Tyungunz die and it's all over. Bonus points and lives are gained by accessing secret rooms, but only if you can find them!

Steg certainly is one of the CodeMasters' finest games, due for release around March. Programmed by Macclesfield-based Big Red Software, it will be published by the hugely successful CodeMasters.



Naturally the cavern walls aren't the best place along which to venture in view of the fact that there are plenty of sharp edges just waiting to burst a passing bubble.





# OPERATION D

**Imagine the scenario: Military tyrant takes over small independant country in the Persian Gulf! Not difficult right? Well, that's the basis of Electronic Art's new project, Operation Desert Strike. Jason Spiller reports directly from the action.**

**O**peration Desert Strike is an attempt to combine the thrills of seat-of-the-pants helicopter combat action with some very loose battle strategy.

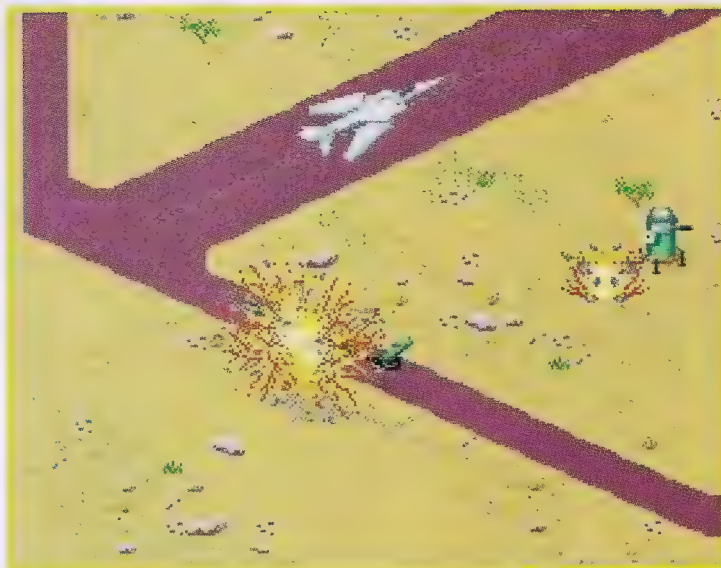
The scenario will seem very familiar to you, can't think why! Basically, after being beaten by conventional forces a madman tyrant has regained his strength, licked his wounds and is ready for the next stage of his plans.

This time however, the despot has achieved a nuclear initiative which confronts us with a potentially more sinister and devastating outcome, should the coalition force lose its grip.

## TAKING CONTROL

Enough scene-setting, what about the game control? The Apache is set at a three-quarter angle perspective and you

**Take off and landing on a moving landing pad takes some practice – you only get one go and Apaches don't float very well**



**Objective – disable the enemy's air force by flying a series of low level assaults on airstrips, making it impossible for aircraft to take off**

can move the chopper in all directions, immediately dictating the speed and direction of the screen scroll.

But this is low level, close quarter stuff and you don't see your target until you're right on it. Conversely, enemy air and ground forces stay out of sight until the guns are bearing down on you.

In addition to the speed and immediacy of the game, the awkward cyclic and yaw controls of real helicopter flight have been cleverly transferred to the control interface, whether by luck or judgement is open to question.

This means that the bird's flight attitude must be constantly corrected – it really has to be mastered!

Although the perspective is reputed

to be unique in the field of helicopter arcade games, there is a similarity to the control in that old 8-bit hit, *Airwolf*.

## TOTAL WIPE-OUT

Your objectives are split up into four missions, all aimed at disabling the enemy. The operations take a logical sequence, beginning by wiping out the communication system with swooping bombing raids on radar systems.

To decrease the enemy's air strength, you must locate airstrips and pepper them with hammerblow bombs. Then there are the dangerously-inaccurate SCUD launchers which must be wiped out.

The destruction of anti-aircraft weaponry improves the likelihood of a successful assault.

Once the enemy's military force is weakened the evil dictator plays dirty, taking hostages, setting oilfields alight and threatening chemical warfare.

The ultimate goal is to reach the wolf's lair and bombard the bunker with bombs, but this area is tightly protected.

## LEMME AT 'EM

Although *Desert Strike* is billed as an arcade/strategy, the emphasis is most certainly on arcade. The angle of perspective works well, but there's no denying what the key to success is.

Simply put, a constant barrage of fire has to be maintained and a constant barrage of missiles has to be avoided.

Published by Electronic Arts the game will be available on the Sega Genesis in March.

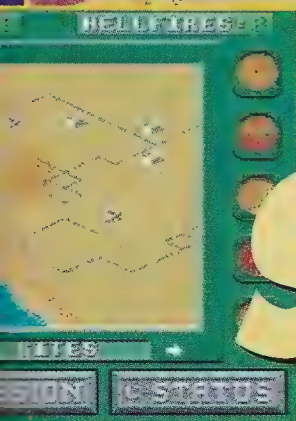
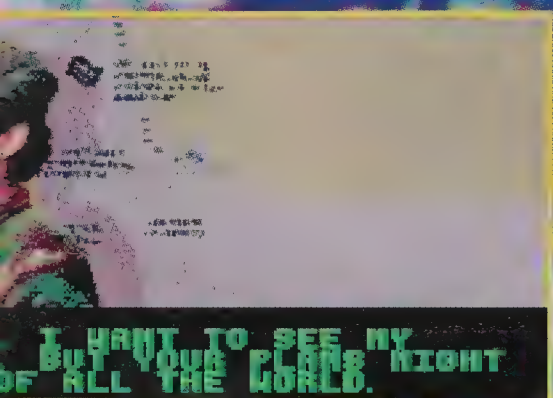


**YOUR BREATHES  
CHILDREN'S BLOOD  
CHOSE THE END**





# DESERT STRIKE



## Sneaky Peek



# STREET TALK

## PACMANIA CHALLENGE

This week's winner  
at Soft Centre in  
sunny Newport



Lee Edwards (24)

1st - Sonic the Hedgehog and G-Loc are great games to play.

The Game Gear first grabbed my attention in here, I decided to buy it there and then and am very pleased with what I've got. All the machines are set up here, enabling you to try them out if you so wish; some shops just tend to keep everything tucked away in boxes behind the counter which is no good really.

I enjoy playing football and rugby, and women too are on my list of priorities.

### PACMANIA HALL OF FAME

1. Tariq Abdu.....80,040
2. Robert Mottershead.....78,260
3. Kevin Fulcher.....78,110
4. Anthony Widdowson.....72,360
5. Gavin Wheale .....70,260
6. Alan Rayner .....69,340
7. Neil Stevens .....69,260
8. Mark Smith .....67,220
9. Damian Marshall .....63,920
10. Lee Edwards .....62,980

2nd Mark Wellford  
- 34,810



3rd Mark Stevens  
- 11,600

Dave Hughes (31)

I have a Commodore 64 and I love to get engrossed in most shoot'em-ups. I bought the Dizzy Collection for my nipper at Christmas and she loves it; you don't stand a chance of getting her off the computer once she's got going.

I like racing games and it's a funny thing but a lot of people say I look like Nigel Mansell. I play a bit of squash in my spare time and my wife and I enjoy going shopping.



Mark Hobbs (21)

I like most good sports games, World Class Rugby is great and so is Kick Off. I must admit

though that I don't like the Domark rugby game too much. I play football myself, either as a goalie or striker.



Craig Ananin (11)

On my Atari ST my favourite games are The Simpsons and WWF Wrestling. Most games by Ocean seem to be pretty good but these two are brilliant. I'm thinking about buying a hand held console but am unable to decide between the the Game Gear and the Lynx.

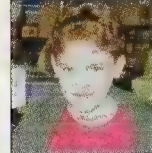
I'll probably go for the latter because most of my friends have got one and the games seem to be better. I like this shop 'cause the staff are friendly and let you try things out first.



Matthew Ananin (14)

Final Fight is one of my favourite games, more so since the graphics on it are dead lush. Paratroid is also pretty good. I own an Atari ST but for my birthday I'm probably going to get a Game Gear although I may go for a Lynx.

I like this computer shop because there's loads of room to move about and look around. Some computer shops are tiny and you can't get to the shelves.



Gareth Davies (12)

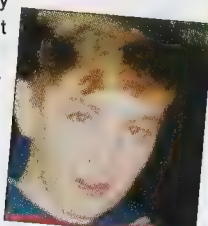
Although the Game Gear is good, I think the Lynx is better in that it is 16-bit and produced by the same people who designed the Amiga. As for games I really enjoy playing Stun Runner.



Chris Masterman (12)

Games-X is one of my fave magazines and I buy it most weeks. I like the reviews. Nintendo games have really addictive gameplay but they're a bit expensive.

The staff in here play games themselves so you can talk about the new releases with them without being hassled as can happen in other shops.



## SHOP TALK

Steve Mackerness - Manager

This shop has been open for just over three months and we've had a great response so far. Our best-selling machines tend to be the Nintendo Action Sets but if we had been able to get an adequate stock of Mega Drives during Christmas then they would probably have been more popular.



We carry a fairly large range of PC games and I envisage that section of the market growing in a big way. Games like

Civilization, Eye of the Beholder 2 and F-117A Stealth Fighter, only available on PC, are creating a lot of interest. I like most games by Sierra: Leisure Suit Larry is a particular favourite and the only game I've ever finished!

### The ones that sold the most

- 1...Super Mario Brothers III
- 2.....Streets of Rage
- 3.....Sonic the Hedgehog
- 4...Donald Duck Quackshot
- 5.....WWF Wrestling



TAKE YOUR SENSES TO THE EDGE...  
... AND BEYOND!

# SPACE CRUSADE

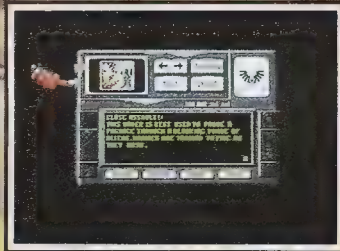
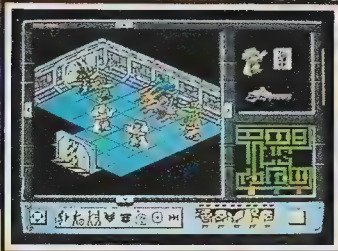
FAILURE BRINGS  
NOTHING. SUCCESS  
WILL BRING IMPERIAL  
HONOURS...

Enlist with the Space  
Marines and enter  
the fiercest conflict  
mankind has ever  
faced! Forgotten  
starships infested  
with a multitude of  
evil creatures from  
the Realms of Chaos  
drift from  
the Warp...

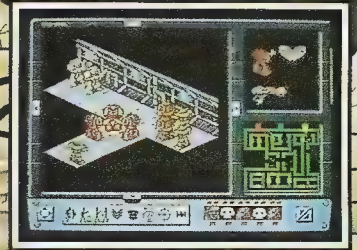
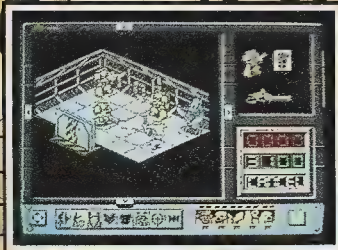
...Aboard these  
silent alien hulks,  
the space Marines  
battle to save  
humanity. Only the  
bravest return from  
fighting the hordes  
of Chaos and the  
mighty war machine  
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COMING SOON



Screen shots  
from Amiga  
format



Gremlin Graphics Software Ltd.,  
Carver House, 2-4 Carver Street, Sheffield S1 4FS.  
© 1991 Hasbro Bradley UK Limited. All rights reserved. 'Space  
Crusade' was developed in association with Games Workshop Ltd.



## FROGGIES AT WAR

Can I call you Doc? Well, I will. Doc, I had some most triumphant games for Christmas but unfortunately I am poo at them. I've had...(Oh get on with it - Doc) I need help with Future Wars from those froggy geezers Delphine (nothing like a touch of cross channel détente - Doc). I have collected everything I can see and dropped the water on my boss but how do I reach the high cupboards in the office and WHAT do I do now? I'm completely stuck.

Also, how do I complete the biscuit level on Robocod? I keep getting sent back to the beginning. I would appreciate it if you would answer my queries and, by the way, I love the dicky bow.

*Jeremy Foster, Nuneaton.*

**Dr X:** Well Jazza, you certainly waffle on and make more demands on your betters than most people. Just this time, I'll answer them because for once someone actually likes my bow-ties - not dicky bows, that sounds like a prostrate sparrow.

In Future Wars you are stuck where just about everyone gets stuck. Go into the bathroom, and scour the floor. If you squint enough you should see a red dot, a whopping one pixel big. Pick up this flag and take it to the room with the map. Now search this map for another dot, then put the flag in the hole and you should be able to progress further. If you've got a monochrome television, or poor reception, you might as well bin it.



I was going to show the screen with the one pixel big item on it from Future Wars, but I didn't think it would be fair to strain your eyes. So here's a well-known brand of biscuit in Robocod for your perusal

On Robocod, you're not exactly explicit in explaining which biscuit level. I've had to guess which one it is, it's probably one of two. One is a bonus level with four exits. Don't go to these, there is a hidden exit to go to on the extreme far right of the game screen.

Otherwise, it's in the level where there is more than one exit again. Don't take the obvious one, but leap over it and jump up with the spring as high as you can go into a catacombs level. Play around up there, and find the alternative exit.

## A WORD FROM ON HIGH

I am the supreme master of the Universe. Give me all of your Amiga software or I'll make you have a serious talk with John Major.

*David Cockram, Chinley.*

**Dr X:** Oh, go away!

## IT'S A FAIR COP

Help!!! I am stuck on Police Quest 3. I think it's on day five when I come into the detective's (homicides) office and I phone dispatch and give them the descriptions of the serial killers from the analysis of the gold paint transfer at the murder scene. Hanks is trying to find a pattern to the homicides.



Then I get on my computer and on the city map plot the four homicides. Then I base a pentagram on the four points and come up with a fifth one around 0-100E Palm. What do I do now? Am I doing anything wrong? What can I do next? Please help me!  
*Waleed Rizk, Arkley, Herts.*

**Dr X:** Well, Wally, I'll call you Wally because that's what you must be when you realise your question is on dodgy foundations. You've appeared to have done everything correctly, having dealt with the paint and made up a pentagram to find the next crime scene.

Make sure your pentagram is accurate, and then you can dash straight to your hunch of a murder scene. You'll know if you're right because you'll end up outside the Nugget bar. Anywhere else, and you'll have gone off-line somewhere on the track.

## HEADSHRINKERS ANONYMOUS

Please could you help me. I received an Amiga for Christmas and I went out and purchased the excellent Monkey Island for it. With the help of two Games-X player's guides I have managed to reach the point where I can open the Monkey's Head.

It is here where I am stuck. What do I do next? The cannibals say that I need the Navigator's Head before I can search the caverns. Do I need the head, and if so, how do I get it? Please help me, I am at the point of insanity and driving my family mad.  
*Chris Baird, Glasgow.*

**Dr X:** Christopher, Christopher, Christopher. Honestly, you really must be a class one dork. If you paid more attention to the game proper, without taking the easy way out you would probably have noticed your mistake.



Ahh, the bracing sea front. You've got your ship, now the world's your oyster. Or something like that. What do you want, an accurate facsimile of the leaflet?

# DrX

Welcome back to my homely little surgery. You may think I'm harsh, cynical and nasty at heart, but really I'm as lovely as a spring lamb. Happy, loving and generous to boot. I may be a bit sharp at times, but really I love you. Oh blow it! Just send me your problems you little worms, but don't crawl for goodies or act like runts because I won't reply. You heard, send them problems to: Dr X, Games-X, Europa House, Adlington Park, Cheshire SK10 4NP.

Near the beginning you should have collected the leaflet. A quick glimpse at this should provide you with a subtle clue. About as subtle as a sledgehammer opening a peanut.

The leaflet is called, "How to get ahead in Navigating". (Cue patronising voice): What do you want? A navigator's head. So give this to the cannibals, they'll give you the head and you can go search the caverns. Ridiculously easy really, and you must now feel a real twerp.

## THONGS, TASSLES AND TASTY TOADS

I am stuck in that brilliant Infocom adventure, Leather Goddesses of Phobos. I know it's old, but I'm well and truly stuck. On Mars, I've managed to get the mouse, by terrifying the poor little devil with the picture of the pussy. However, the frog is a different proposition altogether. I know I have to kiss it, but I can't make myself, or Trent to do it. I'm sure I need it, but what do I do?  
*Joanne Lonsdale, Rochester.*

**Dr X:** I hope you're not playing it on the Lewd level. You're not old enough for a start, and I may have to send the heavies from Virgin down. As an amazing coincidence though, Feargus our hapless Production Ed was seen stuck on the same part only a few days ago. I don't know if he got past it or not. I doubt it, no one in their right minds would give him a snog, not even a frog.



Naturally frogs don't want to be kissed, and you don't really want to kiss a frog. A catch-22 position. Go on, tongue tickle that slimy hopper

Anyway you do have to kiss it. The smells, sounds and sight would turn stronger folk to jelly, so here's what you have to do. Put the peg on your nose, cover your ears with your hands and close your eyes. Grope around in the dark, and give it a peck. Poof! You can guess the rest.



# BUDGET BONANZA

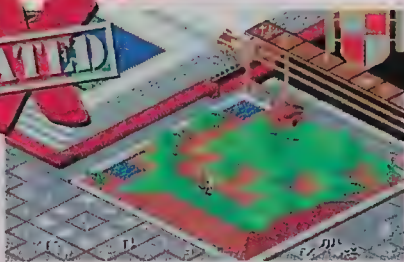
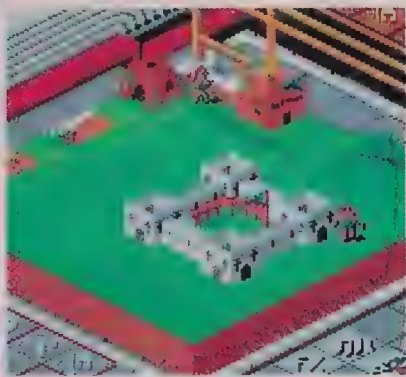
## POPULOUS

STAR PERFORMERS £9.99  
OUT NOW 16-BIT

The game that started the trend is now available for the measly price of £10. Unfortunately most of the software owning public will already have it and be halfway through the sequel by now!

Giving you the chance to play God was a highly original idea at the time, but since then we've had Utopia, Realms and the greatest of them all, Mega lo Mania.

Here you have to fight against a rival God for control over the land. This is done by getting your people to



set up home and multiply. You steadily gain power, shown by a bar to the north of your play area.

This power bar can be used to create natural disasters such as earthquakes and floods which devastate your opponent's population.

The isometric graphics are excellently drawn and icon space is laid out perfectly. The various worlds all have a unique look and style although completing all of them in the game will take an incredible amount of patience and skill.

This is not quite as good as its sequel and for me, of a far lower quality than Mega lo Mania. You certainly cannot grumble at the price though. Worth a look if you don't own it already.

X-RATING: XXXXX

## RESOLUTION 101

GBH £7.99  
OUT NOW 16-BIT

Taking on the role of a police officer in a one-man fight against crime, your job is to tear around the city in your cruiser while shooting the marauding criminal vehicles in a bid to wipe them out completely.

Using vectors to display the city and graphics for the various vehicles you'll discover, the game is viewed from inside the cockpit of your car. You are therefore provided with all those necessary instruments such as the ever so handy scanner.



Ripping around the roads can be fun for a while but killing the baddies takes far too long and most players will turn off the game after five minutes, having died for the umpteenth time.

Both driving game fans and shoot'em-up freaks will enjoy this, but with the likes of Stunt Car Racer available for the same price I'd advise you to go for that instead, unless you're desperate to own this game, in which case you need treatment, and fast!

X-RATING: XXX

## IVANHOE

HIT SQUAD £7.99  
OUT NOW 16-BIT

Ocean France has programmed some of the best games in recent times, Toki, Operation Wolf and Beach Volley to name but a few. Ivanhoe is a game the team designed itself and has some of the most outstanding graphics you are likely to see.

Basically it is a horizontally scrolling

beat'em-up in which you control a beefy knight armed with a sword. Hordes of nasty men will head towards you and must be killed. That, as they say, is it.

Sadly something went wrong with the gameplay; the controls are very hard to get to grips with and dying is far too easy to succumb to. At £8 this is fairly good value but I'd advise that you look elsewhere for a decent game.

X-RATING: XX

## INTERNATIONAL NINJA RABBITS

MICROVALUE £7.99  
OUT NOW 16-BIT

When you have an unbelievably silly game that emerges as a best seller, a sequel is inevitable, just as daft as the original.

Old Mr Rabbit, having destroyed the factory at the end of the first game, is now travelling around the world in a bid to rid the various countries of pollution on his travels.

You start in China in the pouring rain with hordes of other martial arts-



trained animals attempting to stop you. After a while you'll discover a hole in the ground which, should you fall through, will lead you down to a Chinese laundry.

Graphically the game is an improvement over the original with many great effects such as the rain, snow and a rippling reflection in the water. All the sprites are also very well-drawn and humorously animated.

I can recommend this game to anyone who has experienced the original and fancies a good laugh. There is also an offer for a cracking T-shirt in the box! Better than a Ninja Turtle any day!

X-RATING: XXXXX



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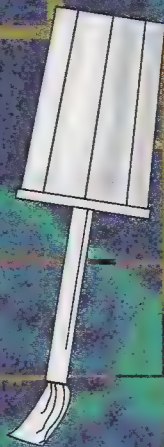
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More and more cheats are just flooding in and most of them are actually quite original little blighters! If any of you miserable lot have anything interesting to say, send your donations to: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.



## ROLLING RONNY

- VIRGIN GAMES



People have speculated about the cheat mode on this game for a while now, and until this particular moment no one has actually sent me one that works.

Well, now, thanks to a mutated Beef and Tomato Golden Wonder Pot Noodle which has mysteriously gained the power of extrasensory perception I can reveal to you that typing your name as CHEAT on the high score table will allow you to fly!

## DARKMAN

- OCEAN



Could this possibly have been the worst game of '91? Maybe so, but for those stupid enough to have actually bought it you will be pleased to know that there is a cheat mode.

It can be activated by typing MEACULTA anywhere during the game. Whether this works or not I don't know, but some chap called Ron from Safron Walden says that it works.

## THE GODFATHER

- US GOLD



So who's already got a fair way in the Godfather eh? If you're experiencing trouble we can help!

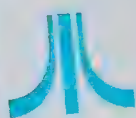
According to Mad Butch, if you pause the game and type PIZZA HUT you will activate the cheat mode. Infinite energy is now yours!



## OH NO! MORE LEMMINGS

- PSYGNOSIS

Really milking this one for all it's worth eh? This week I give you the WICKED codes...



- 1: UGMCCHUNDR
- 2: OKCOITUODE
- 3: MCCLVUFDPH
- 4: CILVUFMQDO
- 5: GAIPTEHBEM
- 6: KHRTDLGCEL
- 7: LRVDLFGDEN
- 8: RVLJGILEEH
- 9: VLHGAHVFE0
- 10: DLGIHTTGEP
- 11: NGALUTDHEP
- 12: GKLUOTDLIEI
- 13: GEHQUDLJEM
- 14: KHQWMHGKEK
- 15: MPUDLGALEO
- 16: PULHCKMMEN
- 17: ULJGEIUNEL
- 18: ENKGHUUOEO
- 19: HGGMTWLPES
- 20: GIMVWLJQJE

## DEUTEROS

- ACTIVISION



Described by Scoop as being 'very good' this superb thinky-thinky game requires diligence and concentration. However, if you're having trouble you may find the following quite useful.

Go to the surface stores and press shift C. The screen will now go green. Press shift C again and you will now find that there are infinite supplies of everything!

## ANOTHER WORLD

- US GOLD

The rest of the codes for this super-duper game will take you all the way to the very last bit. Mad Butch from the Netherlands is responsible for this lot...

- 7: FADK
- 8: KCIJ
- 9: ICAH
- 10: FIEI
- 11: LALD
- 12: LFEK





# SPACE ACE II PLAYER'S GUIDE

These Don Bluth games really are a pain! Despite absolutely gorgeous graphics, playability is completely naff, to say the very least. Well now, thanks to the help of my dear brother Mr Peter Davison, we can bring you the complete solution to Space Ace II: Borf's Revenge...



### 1 THE GOONS ATTACK

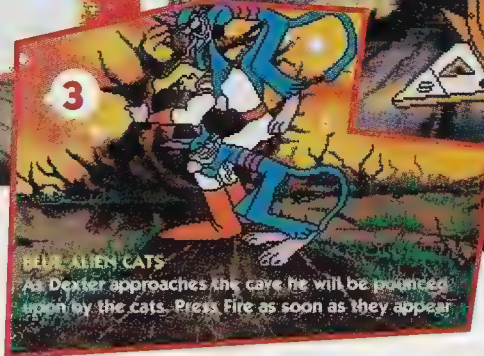
Firstly you see a view from Dexter's eyes as the Goons run towards him. The scene then changes so as to witness Dexter and Kimberly standing on the platform. Press Fire here to zap the goons. The scene will now change again to a close-up view of the goons. Press Fire again quickly



2

### THE YELLOW MONSTER

This scene begins with the ship approaching the planet surface. When Dexter leaves the ship, push Up to avoid the creature



3

### THE ALIEN CATS

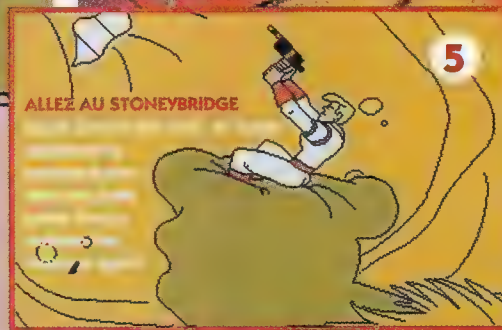
As Dexter approaches the cave he will be pounced upon by the cats. Press Fire as soon as they appear



4

### YELLOW MONSTER (REPRISE)

First scene of Disk two. As soon as the scene begins, push Up to face the monster, then press Fire to zap the cretin in the gob!



5

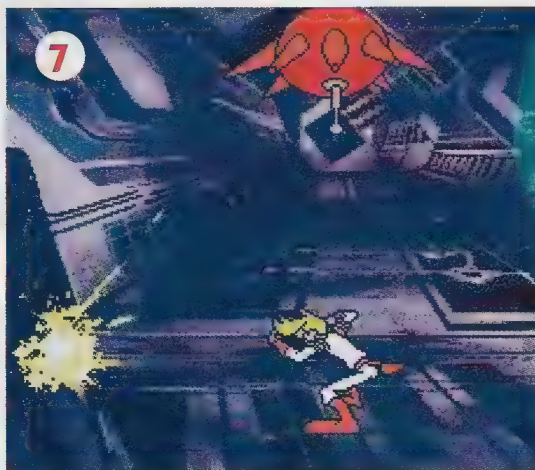
ALLEZ AU STONEYBRIDGE



6

### MONSTER REACHES OUT

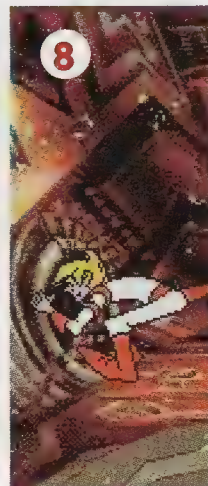
As this scene starts the monster will be more than a little agitated by your recent attack. Push Left immediately to run away from the creature's crushing grip



7

### ROBOT INTRUDER SENTINEL

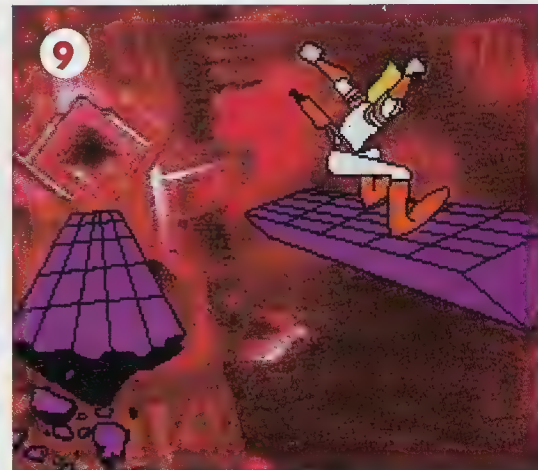
It's not immediately obvious what you're supposed to do here. As soon as Dexter has leapt into the centre of the room push Right and then Up (not too quickly) to avoid the lasers. When the scene changes push Up again to dash through the door



8

### LEDGE TO SAFETY

Little red room, little pipe. Jump Left to enter the pipe - simple!



9

### PASSING PLATFORMS

As Dexter lands on the purple platform push Up to dodge the laser, then push right about a second later to leap onto the passing platform. Initially a bit hard. Save your game first if you're worried!

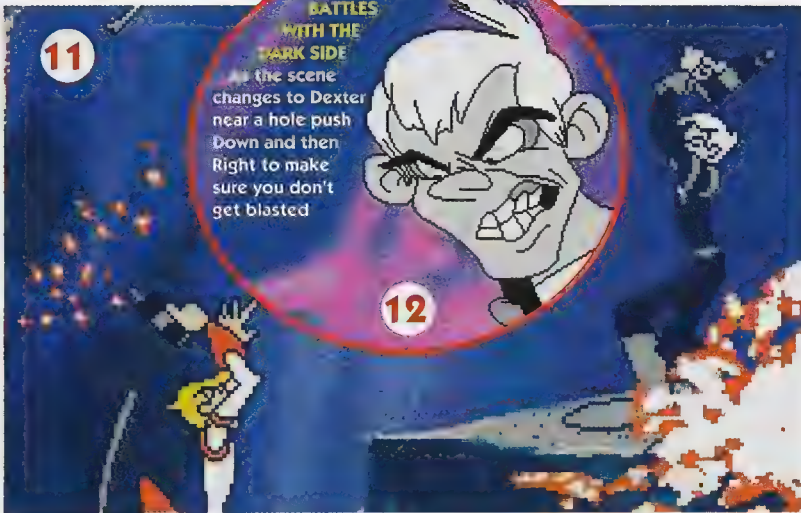




10

**MACHINERY TOWER**

When the screen shows the tower, push Right to leap into the appropriate hole



11

**DEXTER BATTLES WITH THE DARK SIDE**

As the scene changes to Dexter near a hole push Down and then Right to make sure you don't get blasted

12

**BEWARE THE DARK SIDE**

First scene Disk three. After Kimberly says "Beware the Dark Side", push Down to dodge the laser and then about a second later press Fire to destroy your dark side



13

**RISING WATER IN HOLE**

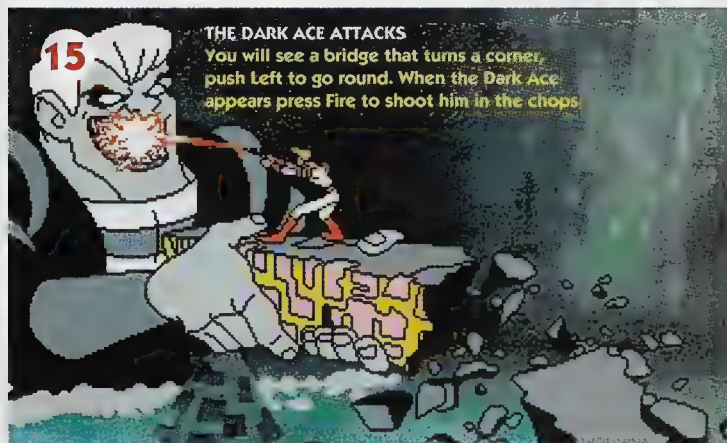
As you see the inside of the hole press Fire to use your wrist watch and transform into Space Ace. Yeah!!! (cue fanfare, cheering crowds)



14

**THE DARK SIDE TRANSFORMS**

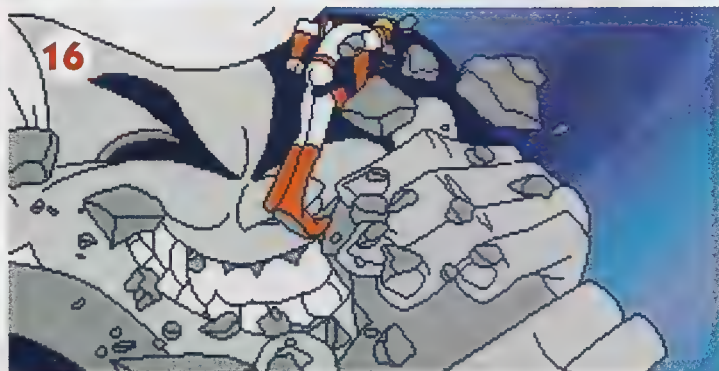
The battle begins as you see Ace. In a flash Dark Ace's wear hit bigger than ever. Push Left immediately to avoid the laser



15

**THE DARK ACE ATTACKS**

You will see a bridge that turns a corner, push Left to go round. When the Dark Ace appears press Fire to shoot him in the chops



16

**THE DARK ACE MAKES A MEAL OUT OF SPACE ACE**

When Dark Ace is about to place the block, and you, into his oversized cake hole push Right to shuffle around the block and avoid his deadly jaws



17

**ACE AVOIDS THE MOUTH**

Press Fire here to shoot at Dark Ace's gob. Simple as that...

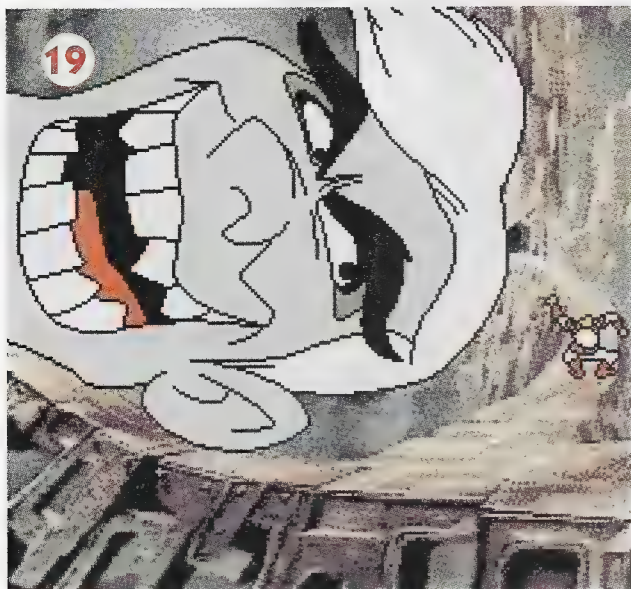


18

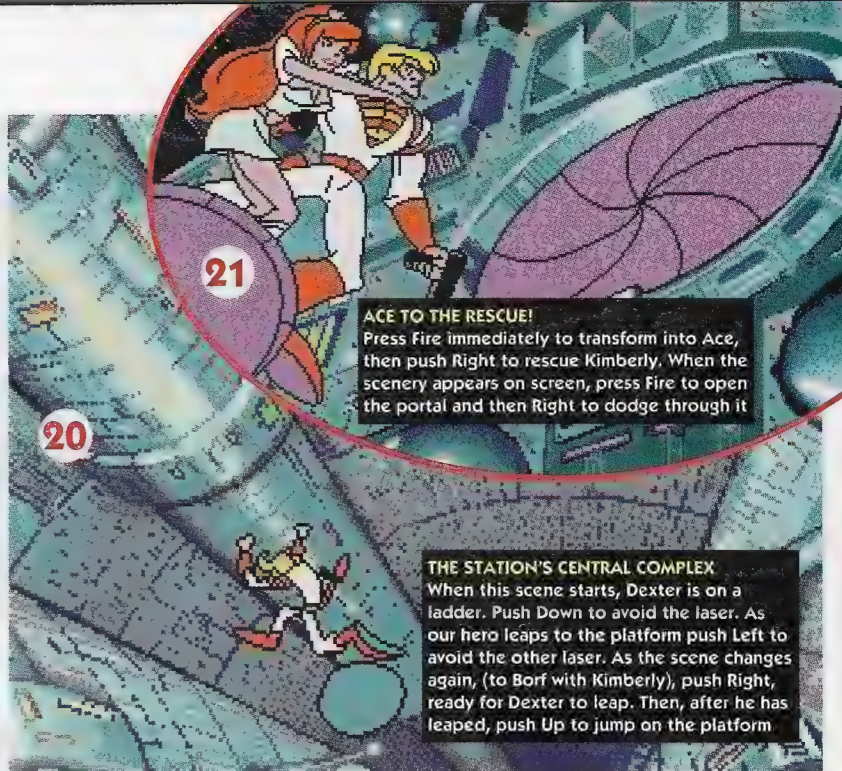
**DARK ACE SHOOTS**

When the big guy aims, push Left to dodge. When the scene changes, push Left a second to dodge. When the scene changes once more, push Left again. When the scene changes for a fourth time, push Left down. Push Left, Dark Ace's laser will dash



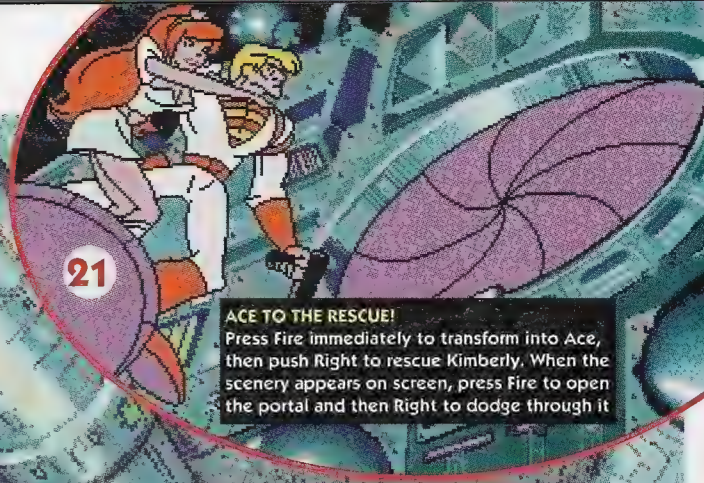


**19**  
**ROLLING HEAD**  
Push Right to run away from the manic head. When the piccy changes push Up to get out of the way



**20**

**THE STATION'S CENTRAL COMPLEX**  
When this scene starts, Dexter is on a ladder. Push Down to avoid the laser. As our hero leaps to the platform push Left to avoid the other laser. As the scene changes again, (to Borf with Kimberly), push Right, ready for Dexter to leap. Then, after he has leaped, push Up to jump on the platform



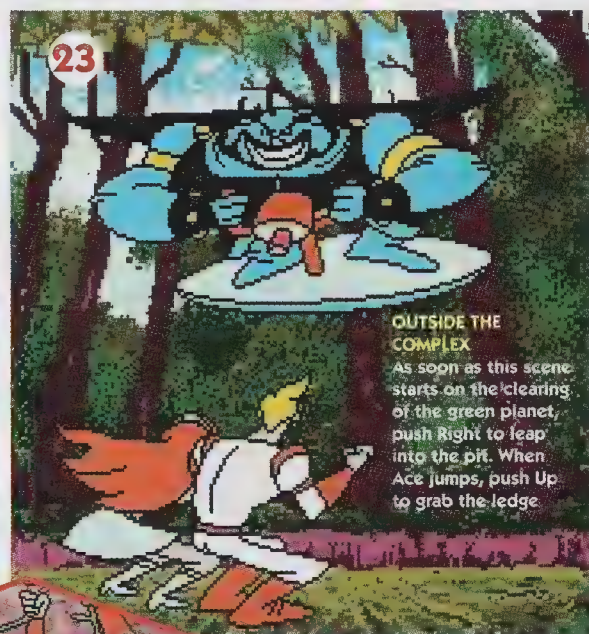
**21**

**ACE TO THE RESCUE!**  
Press Fire immediately to transform into Ace, then push Right to rescue Kimberly. When the scenery appears on screen, press Fire to open the portal and then Right to dodge through it



**22**

**TUNNEL EXIT TO WAITING SHIP**  
When Kim and Ace start to slide, push Left to use the exit. When the scene changes to the ship, push Right straight away to take off clear from the monster



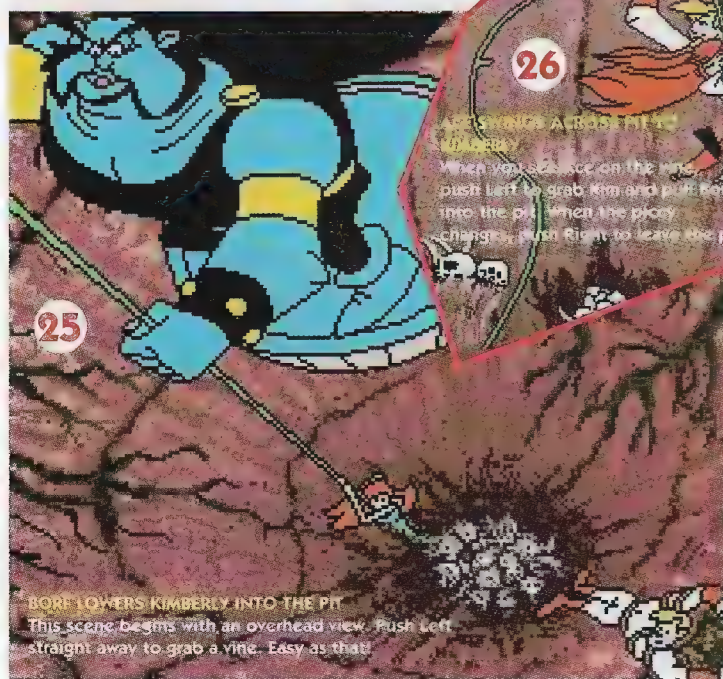
**23**

**OUTSIDE THE COMPLEX**  
As soon as this scene starts on the 'clearing' of the green planet, push Right to leap into the pit. When Ace jumps, push Up to grab the ledge



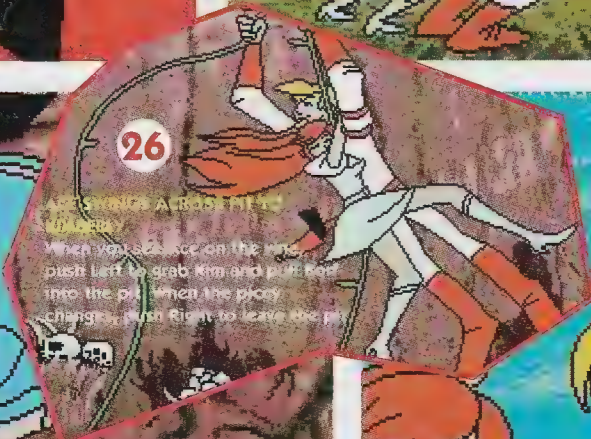
**24**

**ON THE EDGE**  
Immediately push Right to avoid the zap from Borf, then push Up as soon as the monster appears from the bottom of the screen. After Ace dodges push Left to avoid the other blast from Borf. When Ace reaches the left-hand side of the screen, push Up to make a final leap from the monster



**25**

**BORF LOWERS KIMBERLY INTO THE PIT**  
This scene begins with an overhead view. Push Left straight away to grab a vine. Easy as that!



**26**

**ACE REACHES ABOVE THE PIT TO KIMBERLY**  
When you see Ace on the rope, push Left to grab Kim and push her into the pit. When the piccy changes, push Right to leave the pit



**27**

**SAFE AT LAST**  
This scene starts when you see Ace and Kim together. Press Fire straight away to zap the pit monster. You have now completed Space Ace III!



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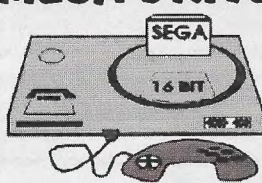
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- Atari Lynx User - the regular fanzine for the Lynx. Reviews, comps, news, etc. Send 85p incl P&P or 50p + 5A£ to: Lynx User, 11 Montgomerye Dr. Spencers Wood, Reading RG7 1BQ.

- Swap G-Loc for any other Game Gear cart except for Shinobi or Mickey Mouse. Phone (0602) 234652 on weekends and ask for Haydn. If no answer please ring later.

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**Uncle X lives in Bruxism City, Arizona. But you can write to him at: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

# X-IT

## READER-IN-WAITING

I've waited and waited for G-Loc to come out on the Amiga. Please can you tell me when it will be out in the shops?

I've looked in the computer shops for the Amiga version of Police Quest 3 and I can't find it. What shop can I get it from? That's my serious problem.

**Raajveer, Maidenhead, Berkshire.**

*It'll be in the shops at Easter. Watch out for a review in GX really soon. You'll have to wait a while for the third instalment of the Police Quest 3 series on your machine. So it looks like you've still got half a serious problem left.*

## NON-GROVELLER

It's Neal 'Master of all Games' here. I have been buying your great mag since it came out and since then I have persuaded many of my friends to buy it too. As you can probably guess I would like some sales commission. Yes, in the form of a T-shirt. But, I am not going to lower myself to grovelling.

I am simply asking for repayment. Print this letter or I have wasted this paper; the time it took me to write this letter; some black ink; envelope; stamp (don't forget brain cells, that's if you have any - Doc).

PS I hate Dr X

PPS Is Dr X by any chance Alex Simmons?

PPPS The Lynx is by far the best handheld.

**Neal 'Master of all Games' Wright, Cranbrook, Kent.**

*For someone who wasn't grovelling you've done a pretty good job at just that. Look, to get a T-shirt you've got to write a letter that stands out from the rest. Why not tell us your thoughts on some computer or console related topic which really gets you going (oo-er missis - Doc)? Then you stand a chance of getting an exclusive T-shirt.*

*Hate is a pretty strong emotion, but thinking about it, the Doc is incredibly obnoxious. (Hmmp! - Doc). Oh, and Al 'console' Simmons is certainly no doctor.*

## POLICE QUESTIONING

Could you please answer the following questions?

- Are Police Quest 1 and 2 out on the Atari STFM?

- If so, do I need any extras to play them like a hard drive or a 1 meg upgrade. Don't bother saying anything about Police Quest 3 as I will be completing it next week on my friend's IBM PC - thanks to Games-X's brilliant player's guide.

PS How much will the Police Quest games cost?

PPS Will this be printed?

PPPS Games-X needs more Mega Drive reviews.

PPPPS Games-X is brilliant.

**Graham Dick, Clarkston, Glasgow.**

*Both games can be played on the bog-standard ST, but as with other games of this type it's best to have a hard disk to speed things up.*

*You'll be able to pick up a copy for £25.99 in the shops, but why not take a look at some of the mail order ads in GX and save yourself some dosh.*

**WORD OF THE WEEK:**  
**BRUXISM** n. the involuntary or habitual grinding or clenching of the teeth. As in: There'll be a mighty wailing and bruxism in the streets of Poynton tonight.

## IT'S A GIRL!

I've been collecting Games-X since it started and I've got every issue. I own a Game Boy and I've got lots of games for it. Before I ask my question I have to say that every time I look in the X-it page nearly every person begs to have one of your T-shirts. Nearly all of the time you say no. Why are the T-shirts so special?

(Because he's a miserable old skinflint, unlike me - Doc).

1. Is there such a game as Final Fight on the Game Boy. If so, when is it coming out and how much will it cost?

2. I heard that there is a Game Girl coming out. What will be the differences

## NUTTY AS A CHEESE SANDWICH

**DOON OF THE WEEK** Yes, the sandwich with the cheese is back and this time he's brought his crusts. Well, here I am again, after a well-earned break in the land of sun.

My latest promotion follows along the same lines as the recent Game Boy in a packet of Quavers jobbie. Chuckle not, oh answering one, as I hope that the profits from this little earner will make enough for a holiday for an indefinite period of time. It's entitled; Free arcade machine in a packet of Yup crisps - they're sure cheesy!

One snag I have hit upon is that the packet containing the arcade machine is rather obvious, ie very large, loud, with flashing lights. Any ideas?

Thanks a lot for the offer of a sacred Games-X T-shirt, but you don't really seem to understand that it might be a tad large for a sammy of my size.

**A Partly Toasted Cheese Sandwich, Kent.**

*Easy one this. Have you thought of putting a very large flashing decoy in each bag of crisps, it couldn't fail to fool everyone. Nifty idea, eh? Come to think of it though it might be a tad expensive.*

*As for the T-shirt, let me know whether you are a thick or thin sliced sarnie and then I'll see what I can do.*


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between that and a Game Boy? If it's coming out how much will it be?

3. Which do you think is the better game, Double Dragon 2, Battletoads or Nemesis?

**Raymond Tang, Enfield, London.**

1. Not that we know of.

2. A Game Girl?! Hmm, have you always been so gullible, I bet you still believe that there's a tooth fairy? (I'll have nothing bad said about her. I think she does a smashing job - Auntie X.)

There never were any plans to bring one out. Never mind though, just take a look at this week's show report from Las Vegas to find out about the colour Game Boy instead.

3. AI insists that Double Dragon 2 is the best, but I'd go for Super Mario Land.

### DEFECTOR

I got a Star LC-200 for Xmas and it is wicked. I have got a few quessys for ya!

1. Will Sonic the Hedgehog be coming out on the Amiga? If so, when?

2. Is there going to be a Kick Off 3? In one issue yonks ago you printed details and I've waited for it to come out but it hasn't.

3. You can send me a T-shirt if you want. Please print this or I will be forced to write to an unmentionable person from another mag.

**Chris Smith, Stockton-on-Tees, Cleveland.**

1. The good news is that US Gold has gained the rights to Sonic. The bad news is that it has to wait until Sega gives the go-ahead before starting work on the game. As yet no one knows when this will be.

2. Rumour has it that Kick Off 3 will be released around summer '92.

3. 'Fraid I don't feel the urge to be nice to anyone, specially someone who is on the verge of defecting to another publication.

### ON THE WALL

My friends and myself who are keen readers of your magazine would like to suggest that you design a pull-out poster for some of the games that you X-rate each week.

We all enjoy your magazine a lot,

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but we have heard from other people that they buy a special magazine simply for the posters that they have. I am sure your sales would increase if you also did this.

**BLJ Mould & Friends, Camp Hill, Nuneaton.**

OK, this lot have told us what they think. Does anyone else have the overwhelming desire to see a poster in the centre pages of the mag each week? Write in and let us know.

### TEAM TALK

The most important day of the year happens this week: Bri turns the ripe old age of 18 and is going to be dragged kicking and screaming to the pub by all his mates. Not only that but they are going to be forcing drinks down him as well (the lucky... - Fungus).



Alex had a terrible time trying to get pictures off the Mega CD. He got so annoyed that he was even more grumpy than usual. He's gone away to sulk for four days. Thankfully he'll have been cheered up a bit by the Washington Redskins' Superbowl victory.



Feargus is a bit annoyed that Alex took his Amiga home because it means that he can't sit and play Powermonger during his lunch hour!

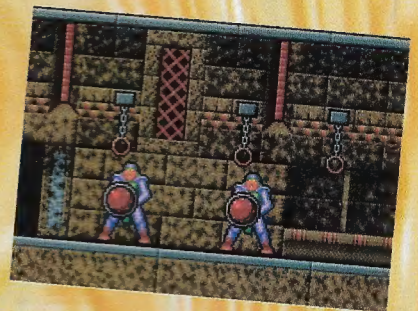
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## out Thursday 6th February

★ **GX gives you your first look at Air Support, the great new offering from Psygnosis**

★ **Rocketeer wins the Game of the Week accolade**

★ **Part two of our incredibly informative Barbarian 2 player's guide**



★ **Explored: the 32-bit Neo Geo and software**

★ **The penultimate heat in the Pacmania challenge from Castle Computers in Lancaster**

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